

SPY KIDS 2

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! NO DATE

EXT - ADVENTURE PARK - DAY

TROUBLEMAKER STUDIOS Theme Park: A crowd gathers around a group of Secret Service Agents and the much celebrated PRESIDENT'S DAUGHTER, ALEXANDRA, 11 years old, snapping fotos of her with the Park Mascots.

The Theme Park ENGINEER, DINKY WINKS, a jolly Texan of dubious descent, hides his accent fairly well as he demonstrates his thrill ride creations. He steps into frame wearing a lab coat and pen holder. All smiles.

DINKY

Ready to ride the rides and shrill to the thrills
little lady?

PRESIDENT'S DAUGHTER

Yes, I am.

DINKY

Then skidoodle over this way...

They walk along the different attractions, each one stranger and more imaginative than the last. Dinky is proud of his work.

DINKY

Of course we got the world famous
WHIPPERSNAPPER over there. Guaranteed
to make a grown man cry for momma.

We see a ridiculous looking but functional ride WHIPPING about. President's Daughter yawns. Dinky feels the sting... And ups the ante.

DINKY

Over to your left - The NerveWracker. Painful,
fun... Over to your *OTHER* other left is my
personal favorite: The VOMITER.
OH! There goes another one! Might want to
hold your noses as we walk past...

We can't even SEE this ride. It's a complete BLUR OF MOVEMENT.

Dinky spins around.

DINKY

But why bother with any of those? Sure they're
tried and true. But you're here for my latest...
and greatest...

He almost bows as he waves over to:

DINKY
The JUGGLER.

The Juggler, an amazing feat of engineering genius, is Dinky's pride and joy.

PRESIDENT'S DAUGHTER
But is it fast?

DINKY demonstrates it by using a TEST FAMILY. The Test Family steps up into the ride, not sure what they're getting into.

DINKY
Ha ha.. Let's see shall we? The riders are strapped into the Bubble. The Bubble spins and flips, turns and bounces.

We see the Family, panic etched on their faces, as their Bubble is TOSSED and SPUN and FLIPPED about.

DINKY
The HydroBot lifts the bubble. HIGH into the air. Spins it Round and Round, as fast as the United States Government will allow.. THEN...

The President's Daughter's eyes light up.

PRESIDENT'S DAUGHTER
It JUGGLES you.

Dinky winks.

The insane Ride begins to JUGGLE the Bubbles, HIGH UP in the AIR. The Test Family is screaming Roller Coaster screams inside the soundproof bubble.

PRESIDENT'S DAUGHTER
I want to go on.

DINKY
I thought so. Understand the Over-Ride precautions are top notch...

DINKY points out a hidden bank of buttons. All blinking.

DINKY

...modified by yours truly, and safer than a
dead polecat (ad-lib).

Dinky leans over to a Secret Service Agent, whispers:

DINKY

I thought her father was supposed to be
here...

SECRET SERVICE AGENT

He had more pressing business than to
spend a whole Sunday at a theme park.

Dinky feels for the neglected child.

DINKY

No one's that busy.

Behind her back, we see that the President's Daughter is sneakily SHUTTING
DOWN the OVERRIDE. She has a plan. One of the buttons no longer blinks.
She takes the key.

PRESIDENT'S DAUGHTER

I'm ready.

Dinky escorts her into the ride. Then, with true humility and pride:

DINKY

Have fun, kid. Enjoy.

She nods a "thank you."

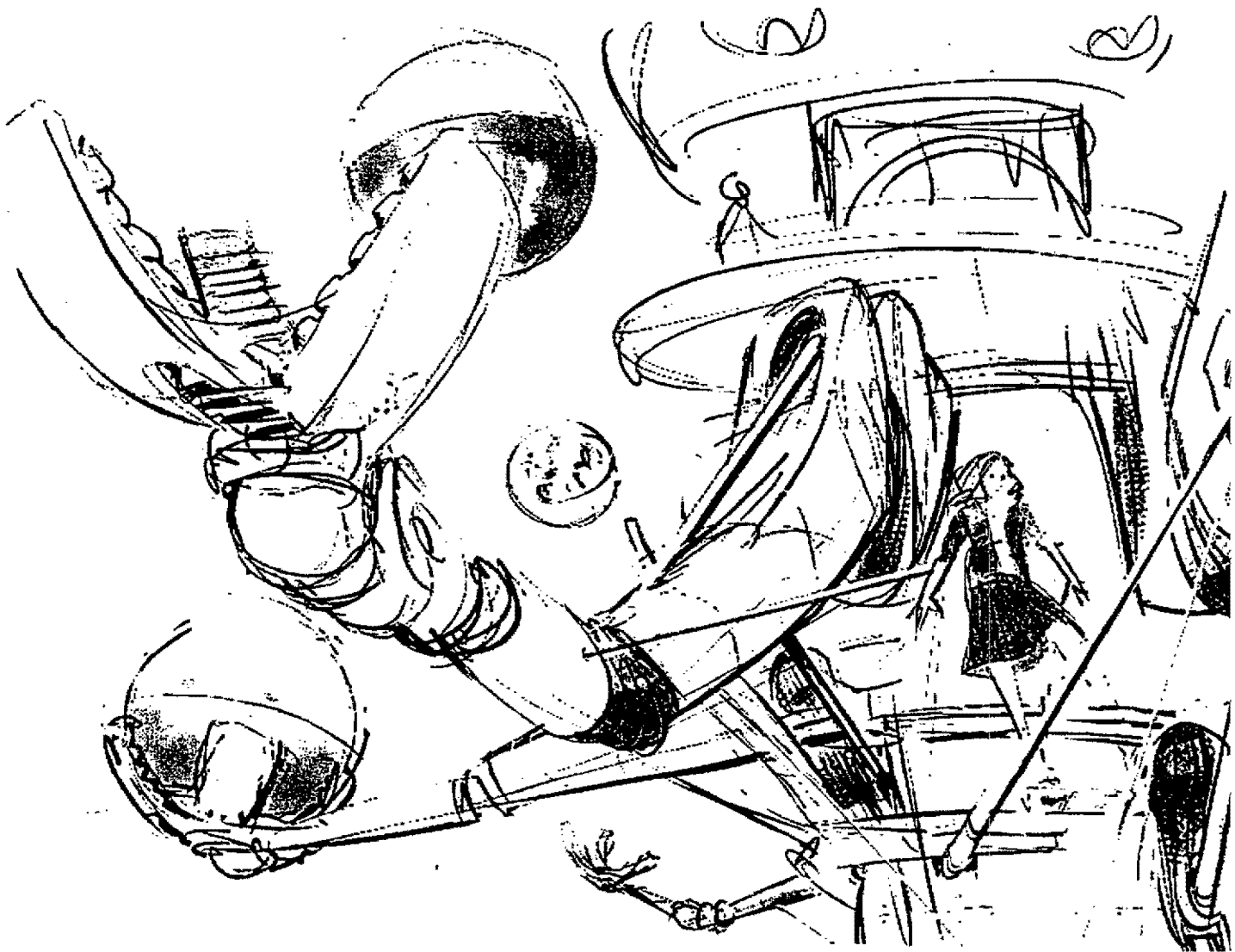
We push in on two kids wearing Troublemaker Hats, watching her walk by.
They're our SPYkids: CARMEN AND JUNI CORTEZ, in TOURIST DISGUISE.

CARMEN

She wants to ride THE JUGGLER. Meanwhile
we're stuck playing baby-sit. "Watch after the
President's daughter, clean up after the
President's daughter..."

JUNI

It's not that bad...



CARMEN

You just have a crush on her.

JUNI

Well...

CARMEN

Well, stay away from her. She's bad politics.

The ride picks up speed. The President's Daughter seems distracted.

Dinky takes over the controls. Tells the operator:

DINKY

We'll take it a little slower. Just make it fun.

When it's lifted to it's highest peak, the President's Daughter JAMS the seatbelt. Stopping the ride long enough for her to climb to the Ride's outer structure. 50 feet high. PANIC erupts below.

SECRET SERVICE AGENT

Can't you shut it down!?

DINKY

I'm trying! Someone's jammed the override!

He sees that the key is missing. He knows what happened.

The Main Secret Service Agent takes charge.

MAIN AGENT

Remain calm. We are the Secret Service.
Everything is under control.

Another Agent steps forward.

SECRET SERVICE AGENT

There's nothing we can do, sir.

MAIN AGENT

What?!

SECRET SERVICE AGENT

The weight of our agents will prevent us from ascending the shaky precipice on which she now stands. She'll fall if we go up.

MAIN AGENT

Don't we have any smaller agents?

They both blink at their sudden realization.

MAIN AGENT

Bring me agents SK1 and SK2.

They find Carmen and Juni eating cotton candy, and pull them to the ride. Juni's eyes are cast to the President's Daughter above.

JUNI

I'm ready.

MAIN AGENT

Use this. The latest gear.

Main Agent presents them both snazzy new gadgets. He rips off the tags.

CARMEN

We get to keep them afterwards?

MAIN AGENT

Of course.

Juni straps the gadget to his wrist. Tiny GRABBERS fan out like a deck of cards right to left when he opens his hand. He wiggles his fingers.

JUNI

And you're sure these are the LATEST latest gadgets?

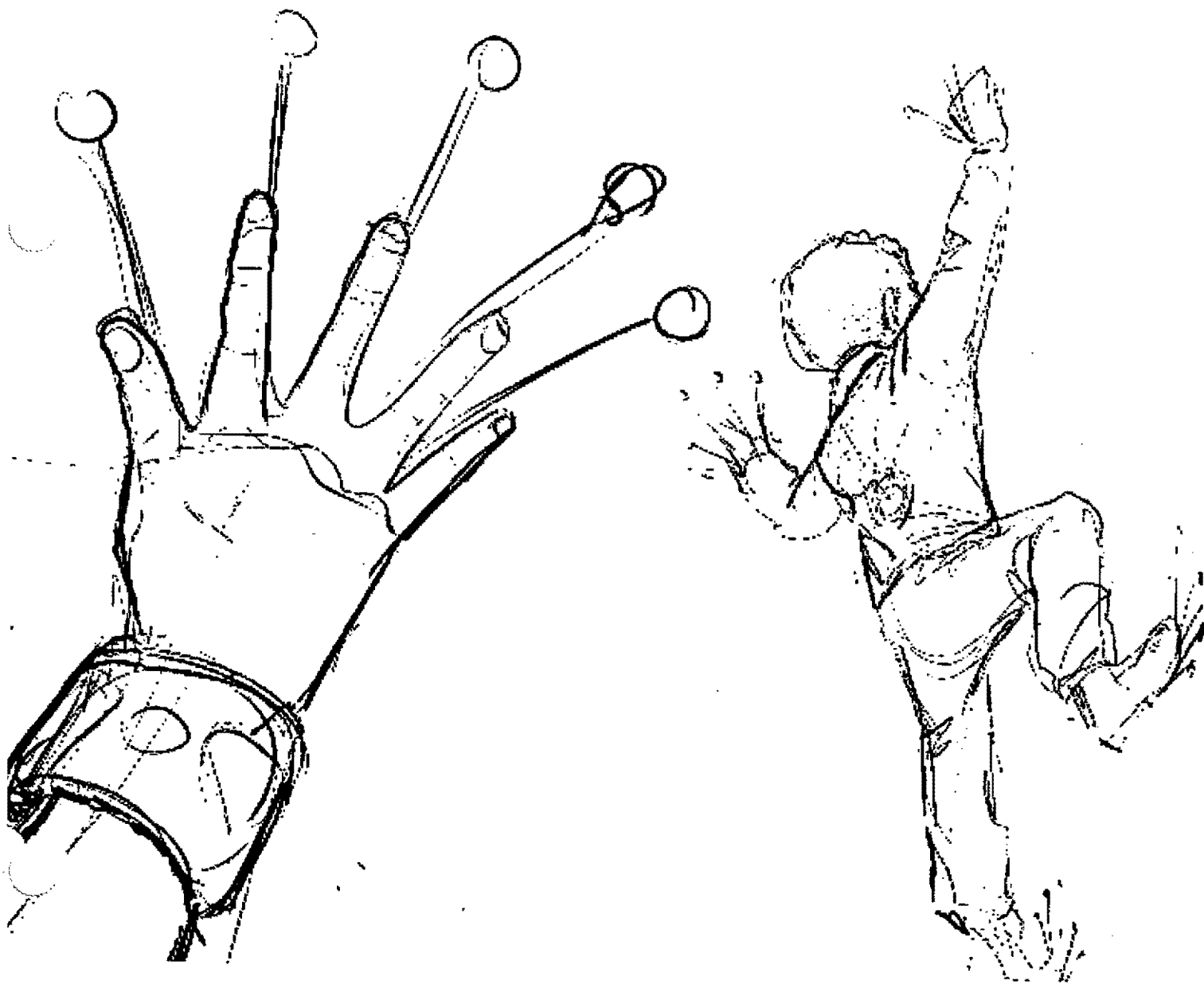
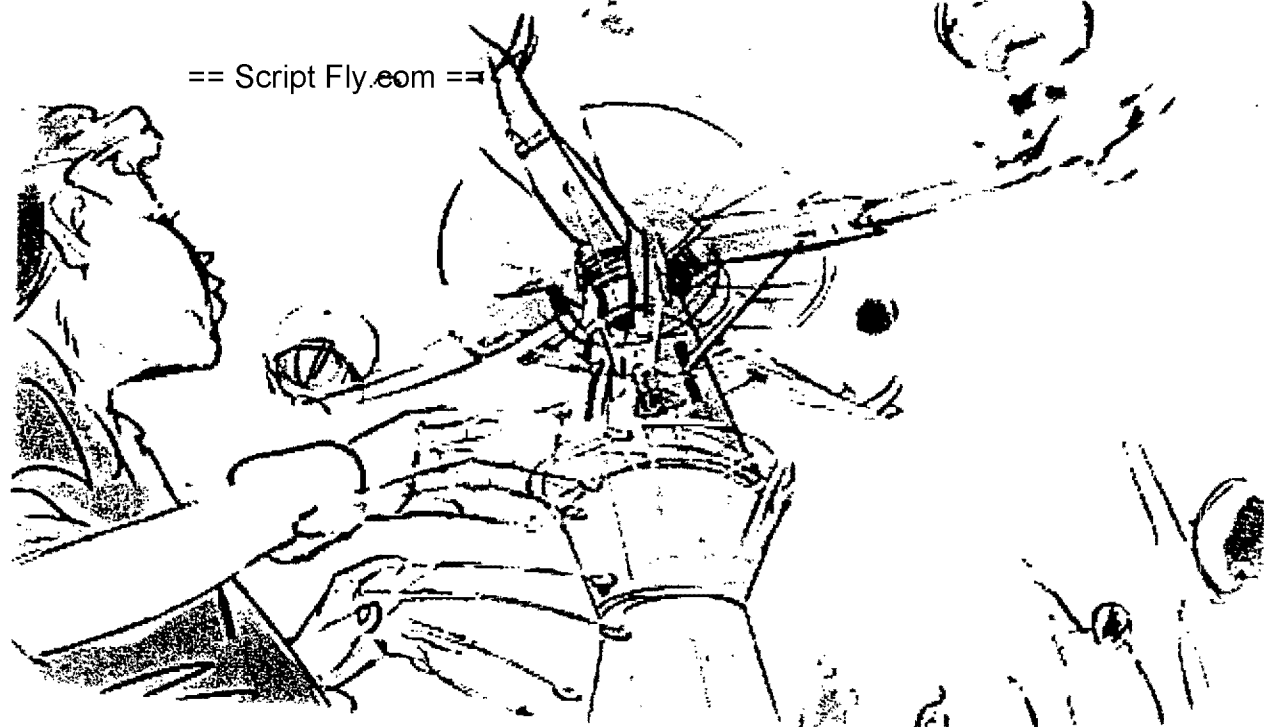
MAIN AGENT

What, are you kidding? Check out the metal... it's still molten. Hot off the production line.

Carmen and Juni SCALE the Ride like SPIDERS.

MAIN AGENT

You sure they can handle this?



The Agent shakes his head.

SECRET SERVICE AGENT

If not, there's two others who can.

(into walkie)

Bring me agents SK3 and SK4... as backup.

Carmen and Juni scale the JUGGLER.

One of the Agents pushes Dinky aside and KICKS the Override.

DINKY

No! That only makes it worse!

The Ride starts back up again. Now it's almost impossible to get on or off. The President's Daughter is standing in the one spot that's clear of movement.

CARMEN

You grab her while I disengage the ride by
accessing it's mainframe.

Juni sees two MYSTERIOUS KIDS approaching the Secret Service Agents.
They talk to the agents a moment, then sprint to the ride.

JUNI

We've got company.

Juni uses his bino-watch to see their faces. We zoom in on two computerized
close-ups of the kids with descriptions and readouts.

JUNI

What are THEY doing here?

Carmen speeds up. Juni scales the ride DOUBLE TIME. Suddenly six thin
wires SHOOT PAST Juni, attaching above.

GARY GIGGLES, age 15, sprints by. VERTICALLY. Gary is like a snotty rich kid
with a bad attitude, but comes off as being COOL.

GARY

Excuse me, there, sport.

JUNI

Where did you get that?

GARY

The latest in Electro-riser technology, with
new composite materials and A.I. brainiology.

(beat)

I can see you don't know what I'm talking
about.

JUNI

Gary, this is MY rescue!

Gary stops to assess the situation.

GARY

We'll take it from here.

Gary flies up. Juni scales furiously with his metal fingers.

JUNI

Latest gear, my butt.

Gary reaches the President's Daughter first, reaches out.

GARY

I'll have you back down in a micro second.

The President's Daughter PULLS AWAY.

PRESIDENT'S DAUGHTER

Get away from me!

Gary backs off. Juni comes up the other side. He also reaches...

JUNI

Alexandra, take my hand.

PRESIDENT'S DAUGHTER

You too! Back off!

The RIDE is wild. The three kids are in the middle of it.

ALEXANDRA

I want my FATHER to come up here and get
me.

JUNI

But he's... The President of the United States.

ALEXANDRA

No... He's my FATHER. He was my Father before he was ever President, he should still be my Father now. I want HIM up here.

Down Below, a THIRD agent runs up.

THIRD AGENT

Sir, we have a situation.

Whispers in MAIN AGENTS ear. More agent cars are speed onto the scene.

MAIN AGENT

You're kidding. This is now a code red situation. Get her down NOW.

BACK TO THE RIDE

Juni tries to reason with Alexandra, while hanging on the wild ride.

JUNI

Don't be afraid.

PRESIDENT'S DAUGHTER

I'm not .

Gary hangs back from this melodrama. Pulls his shades on, chews gum.

JUNI

Maybe not of this. But I know things haven't been cool between your mom and dad lately.

ALEXANDRA

How do you know that?

Juni reveals his OSS BADGE. It hangs around his neck like a Talisman.

JUNI

I'm a secret agent in the OSS, we have access to that sort of information. Point is, you and your father need to talk. And up here may not be the best place.

Alexandra hears him.

JUNI

Come with me. And I promise... the two of you
will have that talk.

ALEXANDRA

How can you promise that?

Juni taps his badge.

JUNI

I'm Level 2. I can ORDER him to talk to you.

President's Daughter sees Juni as someone cool, now. Gary looks past his
shades to the badge. He's GREEN WITH ENVY.

Down at the MAIN BOX, Carmen works quickly to pull the wires necessary to
stop the ride. GERTI GIGGLES, 10 years old, appears beside her.

GERTI

Whatcha doin?

CARMEN

Hi Gerti. I'm trying to stop the ride.

GERTI

Without disengaging the axis?

CARMEN

Exactly.

GERTI

Then stop what you're doing.

Carmen stops. Dumbfounded. Gerti pulls out her own tech device, straps on
goggles and lays a Four Point HOLOGRAPHIC TEMPLATE over the control box.

GERTI

You see, the ride is designed to work like a
giant magnet. If you reverse the polarization...
bye bye President's Daughter.

Gerti pulls out a pair of tweezers, plucks one of her eyebrows, then reaches past Carmen and pulls one tiny switch with the tweezer. The ride slows and stops.

GERTI

See ya around.

Carmen gathers her tools and slams the control box shut.

BACK TO THE RIDE

President's Daughter reaches out to Juni, who leads her to safety.

ALEXANDRA

Wait.

She holds up a small SILVER METAL SLAB with a RED BUTTON in the middle. This is what's called a TRANSMOOKER DEVICE.

ALEXANDRA

I took this from my Father's office this morning. I'm sure he'll want it back.

Below another ten cars surround the Agents.

ALEXANDRA

It's probably why all those agents are showing up.

Gary's EYES WIDEN. He snatches the device away, almost knocking Juni and Alexandra over in the process.

JUNI

Careful!

GARY

Look, Cortez... You take HER down, and I'll take THIS down.

Juni secures the cable to the framework. Punches in a descender code.

GARY

Then we'll BOTH look good.

JUNI

I'm not doing this for looks, Gary.

Juni and Alexandra leap over the side. They slow as they reach the bottom, landing softly. Gary clips a GRABBER onto Juni's line and follows. The Agents gather around Alexandra. Patting her down. Dinky runs over and puts a Troublemaker Hat on her head. He's escorted away.

DINKY

Thanks for visiting, come back soon!

AGENTS

Thank Goodness you're alright, Alexandra, we were worried sick that...

GARY

Oh boys... I think THIS is what you're looking for.

AGENTS

The TRANSMOOKER Device... Thank GOD!

The Agents leave Alexandra and crowd the device. Examining it with scopes.

GARY

She swiped it from the President.

Two agents haul Alexandra into an arriving car.

AGENTS

You're in BIG trouble this time, Missy.

JUNI

Wait a minute! I promised her she could talk to her Father.

AGENTS

Oh she'll be talking to him, alright, Squirt. We'll make sure of that.

Alexandra gives a desperate look as the car door slams. She's driven off. Juni watches the activity around GARY and the DEVICE. It's carried gingerly into a metal suitcase and AIRLIFTED away by helicopter.

Gary smiles and waves as he steps into a cool CHOPPER CAR and flies away.

CARMEN

Promise me one thing.

JUNI

What?

CARMEN

No more Mickey Mouse assignments.

We push in on Juni, who eyes the car carrying the President's Daughter.

INNOVATIVE CREDITS SEQUENCE

INT CORTEZ HOME - NIGHT

The Cortez family gets dressed up for an OSS awards banquet. They are ALL in tuxedos. Mom is at her Vanity: applying lipstick and working on the computer at the same time. Multi task heaven. Carmen joins Mom, trying some makeups.

INGRID

The Ukata assignment? Your duties are assigned to you by the agency, same as everyone, same as me.

CARMEN

But Mom, we've learned so much already. Juni and I are MORE than capable of bigger missions.

INGRID

The SPYkids organization is still new. If you're a level 3 or even a level 2, you can't go on missions alone. You're agents in TRAINING. You need more experience.

Mom is working the computer. Trying to solve a problem.

CARMEN

If you're looking for top secret information, go straight to the source, Mom.

Carmen, known for her HACKING skills, types a few lipsticks and onscreen a serious looking LOGO appears.

COMPUTER

Welcome to the PENTAGON.

INGRID

How did you do that? You can't do that. No hacking in this household!

CARMEN

I know I'm sorry.

Carmen clicks a few buttons and it disappears. Mom looks at her. Anger. Disappointment. Big trouble.

INGRID

Show me that again.

Carmen hits the lipsticks again.

COMPUTER

Welcome to the PENTAGON! How can we help you?

INGRID

Wow.

INT - DAD'S BATHROOM - NIGHT

We push in to a masculine, classic Latin style Master Bathroom. GREGORIO CORTEZ is combing Juni's hair as both look in the large, carved mirror. They're dressed alike. We can tell by their interaction, they have a strong friendship.

JUNI

Should I wear a bow tie or straight tie?

DAD

A bow is more appropriate. You want me to tie it for you?

JUNI

RALPH can do it.

R.A.L.P.H. is Juni's personal robot, a small spider-like METAL ROBOT that can perform simple tasks. Ralph crawls up to Juni's shoulder, awaiting instruction.

JUNI

Bow tie, Ralph. And not too tight.

Ralph blinks, crawls down. Ties the bow expertly. Returns to Juni's shoulder.

DAD

Interesting...

Juni holds his hand out, palm up. Ralph LEAPS off Juni's shoulder, compacts it's legs and head, and falls onto Juni's palm like a small hockey puck.

DAD

But it can never replace... me.

Dad fixes Juni's tie a little more. Straightening it. Now it's perfect.

JUNI

Not yet. But I think that new upgrade comes in next week.

Dad looks grim.

JUNI

Only joking...

Juni pats Dad and leaves, smiling. Dad smiles to the mirror, then un-smiles...

AWARDS BANQUET - NIGHT

Carmen, Mom and Juni walk towards the OSS AGENCY Black tie affair in an impressive, round, open air structure.

MOM

No remember, kids. This is a big night for your father. If he's named head of the OSS be sure and stand up and give him a big hug.

CARMEN

What if he doesn't win?

MOM

Give him a bigger hug.

What's really interesting is seeing more than a few children around, all are about the age of Carmen and Juni, from many different nationalities. A BANNER says, "OSS WELCOMES SPYkids FROM AROUND THE WORLD."

Carmen speaks Mandarin to a Chinese 'Carmen and Juni' equivalent. She introduces them to a couple of French kids.

CARMEN

Meoh Ying, Wei Ling, let me introduce Danielle and Fran DeLuc. They created INFO-LEAK. Sort of an online trading system where you swap international secrets.

ASHADY MAN in a WAITER'S OUTFIT offers a tray of champagne to Juni.

JUNI

We can't have any of that.

The Waiter apologizes quietly, then slinks away. Juni finds him odd.

JUNI

Something... doesn't feel right.

Juni sees Gary and Gerti arriving.

JUNI

No wonder. Your buddy is here.

CARMEN

He's not my buddy.

JUNI

Your buddy with the weird laugh.

CARMEN

He does *not* have a weird laugh.

GARY and GERTI GIGGLES step up.

GERTI

We were just talking about you.

CARMEN

Really?

Gary laughs his weird laugh. Carmen is taken aback. Juni smiles.

GARY

Looking good, Carmen. Wanna dance?

CARMEN

Well... sure.

JUNI

I don't think that's a good idea, Gary. Family rules say you need to ask my Father's permission.

Gary smirks.

GARY

You know, you should have gotten that suit tailored, Juni. It's bunching up around your gut, and makes your head look waaay too big.

Carmen breaks up the almost fight. She leads Gary aside for a moment.

CARMEN

You've got to forgive my little brother, he's still upset about Disneyland.

GARY

A good agent controls his temper.

CARMEN

Just be glad my Dad isn't here, he's REALLY wacko when it comes to...

ARGH! They turn around and DAD is standing there next to Juni. Stern.

CARMEN

Hi Dad, you remember Gary. He's in our organization.

GARY

I was just asking your daughter for a dance.

DAD

You dance?

GARY

Fairly well, sir.

DAD

Show me.

Gary and Carmen start a very conservative waltz. Dad and Juni look at each other and crack up, they know they are being cruel.

GARY

Something like that?

Gary looks back at Juni and Dad. They are serious again.

DAD

Okay. Go dance.

Dad leans to Juni with a smile.

DAD

Look after your sister.

Juni smiles and nods, following Carmen through the dancing crowd.

Juni then notices a group of Secret Service Agents DANCING TOGETHER in a circular formation, all facing out. Juni goes in for a closer look.

Through bulky arms we see that the PRESIDENT's DAUGHTER is within the circle. High angle shows that the agents surround her, forming a BLOCKADE.

JUNI

What are you doing in there?

PRESIDENT'S DAUGHTER

Dancing.

JUNI

You always carry this many Secret Service around?

PRESIDENT'S DAUGHTER

My dad's idea. He's gotten... a little paranoid.

JUNI

Will you dance with me?

PRESIDENT'S DAUGHTER

No.

JUNI

(flashing his badge)

Hold on a second guys. Level 2. Break it up.

The sea of Secret Service split apart - dramatically revealing the President's Daughter. She's dressed like a PRINCESS.

JUNI

Why not?

PRESIDENT'S DAUGHTER

I only dance... Ballet.

The Secret Service Agents eye Juni.

JUNI

What an incredible coincidence.

Juni does a Barishnikov pose. **(Darryl Sabara dances ballet.)**

JUNI

So do I.

PRESIDENT'S DAUGHTER

Are you serious?

Whoosh! Juni sweeps her off her feet. Controlled movements. Very smooth. Classically trained. Juni's got it down.

Dad stands with Donnagon, looking much like he did in the last movie, as they having a friendly but competitive chat.

DAD

May the best man win.

DONNAGON

Thank you, I think I will.

DAD

Confident? Or inside information?

DONNAGON

We could settle this the old fashioned way.

Back to the Dance. Juni and Alexandra are ruling the dance floor.

PRESIDENT'S DAUGHTER

Well, Juni, I must say you're a man of many talents.

JUNI

One tries.

Carmen and Gary dance.

GARY

I'd say after a few more missions... I'll be ready to join the big leagues.

CARMEN

So that's your plan? To hit the top? Be number one?

GARY

A good spy always has his eye on the prize.

Gary sees Juni dancing with Pres' Daughter and that Dad is busy arm wrestling with DONNAGON. (Dad loses.)

Gary and Carmen stop waltzing and start busting some moves. Very funny.

Mom sees Carmen and smiles. She stands and turns to Dad.

MOM

Care to dance?

DAD

Well, I...

MOM

Thought so.

She yanks Dad to the dance floor. They do their own funny dance. If at once they were cool... They've now slid into UNCOOL territory. But they know it. Dad tries to DIP Mom, and fails. She drops to the floor with a THUD.

Juni is still eyeing the mysterious WAITERS. Something strange is going on.

PRESIDENT'S DAUGHTER

Question.

JUNI

Yes.

PRESIDENT'S DAUGHTER

That level 2 badge... how did you earn it?

JUNI

I did something... Kind of... Heroic.

PRESIDENT'S DAUGHTER

What?

CLINK CLINK CLINK. Almost all the agents leap into an ACTION POSE.

DONNAGON is clinking a champagne glass to get everyone's attention.

DONNAGON

(surprised by reaction)

Can everyone please... Take a seat?

All the agents relax.

PRESIDENT'S DAUGHTER

I have to go...

The Secret Service agents CLOSE IN, obliterating her from view. Juni is bummed. Gary and Gerti are escorted to their tables, front and center.

VOICE OVERHEAD

Ladies and Gentleman... The President of the United States.

The PRESIDENT of the UNITED STATES takes the podium.

PRESIDENT

I am proud of the OSS and their newly formed SPY KIDS division for their outstanding accomplishments yesterday. Gary and Gerti Giggles not only SAVED my daughter...

Juni stands in protest. Carmen grabs his wrist and brings him back down.

JUNI

What's he talking about, I saved her...

The President holds the TRANSMOOKER DEVICE up for all to see.

PRESIDENT

But AS important, if not MORE IMPORTANT,
they safely retrieved the TRANSMOOKER
DEVICE that my daughter *accidentally* took from
my office earlier that day.

The Presidents Daughter looks shyly at all the dark, glaring eyes. She looks to Juni for a kind face. He gives her one.

PRESIDENT

I would now like to announce our new Head of
the OSS....

Dad sits excitedly. Mom puts her hand on his. Carmen winks at him.

PRESIDENT

...DONNAGON GIGGLES.

DONNAGON high fives his kids and takes the podium. Cheers all around.

DONNAGON

Gary and Gerti Giggles are the kind of Agents
we need to turn the OSS around, making this
agency an organization that once again
instills TRUST. So I'm proud to award them
these LEVEL ONE badges...

(oohs and ahhs)

Which allow them to take on REAL MISSIONS.
Something challenging... like... *The UKATA
assignment!*

Excited murmurs fill the room. Gary and Gerti leap from their seats and storm the podium like excited "Price is Right" contestants.

CARMEN

I wanted that assignment. This is so unfair.

Juni pulls Carmen back down to her seat.

DONNAGON

Now kids, this mission is dangerous,
difficult... Some would even say, IMPOSSIBLE.
Gary and Gerti... Will you accept this honor?

Gary and Gerti eye the room.

GIGGLES

Yes we will.

The crowd cheers.

DONNAGON

Everyone loves a champion! I am proud to
claim them as our organization's top Spy Kid
operatives, and I'm also proud to claim them...
of course... *as my children.*

Carmen tosses her napkin down to the table. Dad looks suspicious.
Donnagon lifts his champagne glass up to toast. Every adult in the room
follows suit.

MOM

I don't know about this.

DAD

This is all wrong.

DONNAGON

To our SPY KIDS!

ADULTS

To our Spy kids!

They all drink at once. A beat. Mom, Dad, and Every adult with a drink in his
hand falls face down into the pasta. Even the President takes a hard fall.

All that's left standing or sitting are SPY KID OPERATIVES.

Juni lifts up Dad's head. He's out cold. Carmen sniffs the champagne.

CARMEN

Sleepers!

The mysterious men DISGUISED as WAITERS, (we'll call them MAGNA-MEN) drop their trays and make a run for the President.

Juni LEAPS atop the table and calls out to the other Spy Kid Operatives:

JUNI

They're after the TRANSMOOKER Device!

SPYkid operatives seal the exits. The other Spykids all LEAP amazingly onto their tables. The MAGNA MEN react.

CARMEN

Take 'em down!

An AMAZINGLY INVENTIVE and FUNNY ACTION SCENE FOLLOWS, involving all the different SPY Kids working together to stop the Magna-Men.

The SPYkids stalk, then attack their prey. They gang up on each MagnaMen, hog tie them, then strap them by their feet to curtain cords.

Several SPY kids leap off a second balcony, dragging the MagnaMen's tied bodies up. Dangling.

Juni and Gary double team the Magna Man that has the TRANSMOOKER Device.

MAGNA-MAN

Outta my way, shorty.

Juni hits a button. His SPYshoes sprout SPRINGS. Juni rises... Higher and higher, until he is as tall as Magna Man.

JUNI

Who you calling Shorty, shorty?

Juni tries to slap the Man's hat off, but it CLANGS metallic. Juni grabs his stinging hand as Magna Man kicks the springs out from under Juni's feet. Juni CRASHES to the ground.

Gary leaps onto Magna Man. Magna tosses him off expertly. Gary lands on his HOVERSHOES, and glides back at MAGNA MAN, full speed, knocking Magna Man off his feet.

Juni pins down Magna and snatches the device away.

Gary then SNATCHES the DEVICE away from JUNI.

Juni gets Gary in a HEADLOCK!

JUNI
Give me that back!

The Magna Man watches the two boys fight. The TRANSMOOKER DEVICE rolls out from beneath them. MAGNA MAN SNATCHES IT.

Several SPYkid agents step forward... GADGETS GALORE. Ready to attack.

The Magna Man RAISES the TRANSMOOKER DEVICE... And AIMS it at the children's gadgets. He PRESSES the red button.

The Spykids' gadgets WITHER and DROP USELESS to the ground. The lights on the tables around the children also drop in intensity and power.

Other SPYkids come up behind him. Magna Man waves the DEVICE in their direction. Same sweeping effect. Everything with Power becomes Powerless!

Donnagon raises his head slightly, looks around, then puts his head back down as if he's knocked out.

Carmen grabs some spoons off the table. She flips them expertly in her hand. The Magna Man stares at the hypnotic spoons before Carmen finally LAUNCHES them at his head.

MAGNA-MAN
Owww!

As Carmen grabs more spoons the room begins to RUMBLE. The Magna Man also rumbles. And smiles. He steps back to the room's center.

The SPOONS in Carmen's hand start to shake. She releases them slowly.... and THEY FLOAT IN SPACE. She stares at them. Not comprehending.

She sees Magna man rise off his feet. Other Magna Men get in formation behind him. THEY TOO RISE.

Carmen sees the room's silverware rumble and rise. What's going on?

Suddenly, everything METAL flies up to a giant MAGNET SHIP above the atrium. The Magna Men shoot up to it, attaching to it's underside with their HATS.

One heavy set Magna Man can't quite get off the ground. He jumps up and down and then finally goes up as well.

The adults WAKE. Everyone stares at the Magnet Ship in awe as it FLIES OFF. The room is still, except for GARY and JUNI who are still grappling on the floor.

Carmen runs to break up the fight. She pulls JUNI OFF of GARY,

CARMEN

Get off of him, Juni!

Carmen is standing at Gary's side, quite by accident. Juni stares her down.

PRESIDENT

They got away... with the TRANSMOOKER
DEVICE!

The President, the other adults, the other Spykids... ALL LOOK TO JUNI. As if he were solely to blame. Mom and Dad, unaware of what happened, also look.

Juni tries to find a friendly face that knows the truth. There are none.

He notices that the President's daughter is looking at him concerned. But the Secret Service men rush over and block her from view again.

Juni's alone.

EXT. OSS JUNIOR AGENCY HEADQUARTERS - DAY

Establishing shot of the colorful office building. It looks like a Junior Spy School, where the children wear OSS school uniforms.

INT. OSS INTERIOR OFFICES - DAY

Inside the OSS Junior headquarters. Adults and SPYkid operatives mill about the colorful, blocky interiors.

The President, Donnagon, Gregorio, Gary, and a few Secret service agents exit the INTERVIEW ROOM.

GARY GIGGLES

I had the TRANSMOOKER in my hand. But...
Juni wanted to claim it for himself.

DONNAGON

Okay. That should do it. Thanks, son.

PRESIDENT

If that Doomsday Device falls into the wrong hands... We're all DOOMED!

DONNAGON

Thank you Mr. President, that will be all.

The President is escorted down the hall.

PRESIDENT

Doomed!

DONNAGON

Understood, sir.

The door Closes. Donnagon steps away. Leaving Dad and Juni in the hall.

JUNI

Whatever Gary told you is a lie. I was in the right. You'd have done the same.

Dad hands him a paper. Juni reads it.

Dad

You've been temporarily... disavowed. It was not my idea.

JUNI

You mean... I've been fired?

DAD

(nods)

Signed by Donnagon himself.

Juni gives Dad a look. Hard. Grown-up.

JUNI

And you couldn't stop it?

DAD

I don't have... that kind of power. But, I think it'll be good for awhile. Give us time to sort things out.

Juni removes his level 2 badge, hands it to Dad. Other kids are staring

JUNI

Keep an eye on Gary. He's up to no good.

Juni walks away. Dad holds the badge in his hand. Shakes his head.

MAGNA-MEN LAND

A strange humming sound and RUMBLE as the MagnaMen, still dangling from their Magnet Ship, approach giant Magnet Landers that draw them to their landing pad. The Pad is centered in an ancient Aztec Amphitheater.

They land in front of their leader, who also wears a metal hat, and whose back is to us. The MagnaMen dismount. They rub their sore necks after such a long journey.

One of the Magna Men opens a metal door to the temple for the MAIN MAGNA MAN with the TRANSMOOKER DEVICE. He must be the LEADER.

They enter the Aztec temple. The metal door slams in our face. Impressive.

INT - CORTEZ HOME - DAY

Juni is sitting in the kitchen, watching a new episode of FLOOP'S FOGLIES on the kitchen TV set. His THUMB THUMB valet hands him a cup of soup.

Carmen enters. They see their robot counterparts on the television, hooking their arms together like smiling, robotic siblings.

CARMEN

We're pretty good, aren't we?

Juni manages a smile.

JUNI

I was fired.

CARMEN

I know. I hacked into OSS data files and saw the news.

She dunks a piece of bread in his soup and eats it.

CARMEN

It was partly my fault, I suppose. I'm sorry.

JUNI

I guess that's that.

CARMEN

Let's go to the treehouse. I got an idea.

They walk outside to their hi - tech TREE HOUSE.

JUNI

I guess I could always set up a small detective agency out here or something.

CARMEN

You're thinking small again, Juni.

Carmen and Juni enter a secret door at the base of the huge OAK TREE. Inside the trunk is an ELEVATOR. An identifier illuminates Carmen and Juni's faces.

COMPUTER

Your name.

CARMEN

Carmen Elizabeth Juanita Echo Sky Brava Cortez.

COMPUTER

Verified. Your name?

JUNI

Juni Rocket Racer Rebelde Cortez.

The Elevator takes them up, and opens to reveal a CONTROL CENTER, obviously custom built by Machete. Big windows provide a breathtaking view.

They enter the room. Juni looks around the treehouse. What cool digs. He picks up an art pad and finishes drawing a strange mythological CREATURE.

JUNI

I'm kinda looking forward to retirement. Get back to all the projects and dreams I left behind.

Carmen is preparing her computerized workstation for serious hacking.

CARMEN

Oh stop it, Juni. Do you want your job back or not?

Juni gives her a look.

CARMEN

That's right. Reinstated. Level 2. So we can get back the missing Transmooker.

JUNI

How?

Carmen hacks into the OSS Main Computer. The window Juni is standing at turns into a giant translucent computer SCREEN.

COMPUTER

Welcome to the OSS AGENCY'S TOP SECRET FILES! How can we help you?

Carmen types a few things. We see hallway surveillance of Gary and Gerti Giggles at OSS headquarters. They are shaking hands with different operatives and directors and are being led into a secret briefing chamber.

CARMEN

Looks like Gary and Gerti are getting briefed on the UKATA assignment. We should listen in. Is Ralph still at your office?

JUNI

If they haven't cleaned it out yet.

Juni goes to her computer and types in a code.

INSIDE his office at OSS, Juni's personal robot bug we saw earlier, RALPH, lights up. It's legs wiggle. It rubs it's "sleepy" eyes. Ready.

JUNI

Coordinates.

CARMEN

Transferring data.

Push in on the BUG's EYE. We can see LED readouts deep within it's eyes. Ralph scurry's to the door and slides underneath. It looks both ways then shoots a tiny web, attaching itself to someone's leg.

Ralph leaps from passerby to tray to maintenance cart to the entrance of the briefing chamber. It shoots another web and attaches itself to the ceiling.

JUNI

Good boy, Ralph.

They can now watch and hear what goes on in the briefing room. Donnagon describes the assignment using maps and computer graphic readouts.

DONNAGON

There is a BERMUDA TRIANGLE off the coast of Madagascar. As you may remember, this is an area where some of our OSS cargo ships have been disappearing for over a year.

We see a cargo ship disappear off the map as it nears a certain area.

DONNAGON

Survivors of these disappearances tell delusional tales of a MYSTERIOUS ISLAND, populated with strange creatures. Obviously no land mass is located anywhere near that area, so such tales were often dismissed.

Juni looks at his creature drawing, then back at the screen.

DONNAGON

This is the Ukata assignment... and it's been complicated by the fact, that the MagnetShip that captured the TRANSMOOKER... was last tracked in that same area.

We see the Magnet Ship fade out over the body of water.

DONNAGON

So... We need a small ship, piloted by two small agents, to get a closer look. If you find anything out of the ordinary... return and report it. Repeat. You find something, you report it back here.

Gary and Gerti nod in agreement to the assignment.

GIGGLES

We accept.

Carmen nods in agreement as well.

CARMEN

You bet we accept.

Carmen disengages Ralph the BUG.

CARMEN

Come home, Ralph. Good work.

Carmen clicks the screen back to OSS mainframe. She goes to DUTY ASSIGNMENTS. Under Carmen and Juni.

JUNI

It's a great assignment. But Gary and Gerti have it... And I'm fired.

Carmen hits several keys.

CARMEN

I'm re-assigning you to the OSS.

JUNI

Don't tell me you're hacking into...

CARMEN

Already done.

Juni leaps to her side. Reacts as if she were electronically robbing a bank.

CARMEN

Level 2 status. *Reinstated.*

JUNI

Carmen... You can't do this!

CARMEN

Already did it. Now to take it one step further...

JUNI

We'll be banned from the OSS forever!

CARMEN

We'll assign ourselves the Ukata assignment... And program a new destination for Gary and Gerti.

Juni stalls a beat.

JUNI

Now THAT, I gotta be apart of.

He leaps to his console and mans the controls. He clicks a few buttons to access GARY's personal data files.

COMPUTER

State name, please.

JUNI

(in Gary's Voice)

Gary Giggles.

A red BEEPING LIGHT goes off.

CARMEN

It's not working. It knows you're not him.

JUNI holds up a hand as if to silence her, then GIGGLES in Gary Giggles' trademark giggle.

COMPUTER

Identity confirmed. New Destination?

JUNI

How about... Belize? Your favorite place.

CARMEN

You're sending Gary and Gerti to Belize?

JUNI

Don't want your boyfriend to go so far away?

CARMEN

He's not my boyfriend.

JUNI

Okay then.

He hits a button. *SEND. CONFIRMED.*

JUNI

There. What did we just do, again?

CARMEN

The TRANSMOOKER Device was taken because of us. We're going to get it back, so we can clear your name.

JUNI

The OSS will catch us for this.

CARMEN

We just have to solve the case before anyone finds out.

The door to the TREEHOUSE suddenly OPENS.

Carmen and Juni click off the monitors and hit their belts. Wires shoot up. *UNCLE MACHETE* enters the Treehouse with a big box. No kids in sight.

MACHETE

Hello?

He glances up. Juni and Carmen are attached to the ceiling.

MACHETE

Get down from there.

They disengage their cables and land beside Machete.

CARMEN

Thought you were someone else.

JUNI

Who gave you a key?

MACHETE

You forget who built this? I've brought you the very latest in gadgets and Spy Gear.

CARMEN

Good, cause we're gonna need it.

Machete sets down a box. The kids tear into it.

MACHETE

The VERY latest spy watch. Cell phone, internet access, satellite TV... you name it. It's a total wristwatch computer / communications center on your wrist. Does everything but tell you what time it is.

JUNI

It doesn't tell time?

MACHETE

It's got so much stuffed into it, there was no room left for the clock.

JUNI

Cool.

CARMEN

Are you sure these are new? We can't be running around with outdated equipment.

JUNI

An agent's only as good as his gadgets.

MACHETE

That's not true. You need to be self sufficient. That's something no gadget in the world can ever replace.

Machete makes sense, but we are seeing some really cool gadgets.

CARMEN

Wow. I'll need 4 of these.

MACHETE

Close your eyes. Put out your wrist. I'm gonna give you the ONE gadget you can never do wrong by having.

He pulls it out of his pony tail. Straps it on Carmen's wrist.

CARMEN

A rubberband?

MACHETE

Nope. A Machete Elastic Wonder.

CARMEN

It's a rubberband.

MACHETE

It's also the world's greatest gadget. 999 uses, and the best thing is that you have to figure out what those uses are. With this.

Points to her head.

JUNI

He's right. Use number one: A stylish bracelet.

Carmen removes the rubber band and turns it into a SLING SHOT. She presses it to Juni's arm and stretches it back.

CARMEN

Use number two.

She releases the band and it SNAPS Juni's arm. Hard.

JUNI

Ouch.

MACHETE

(smiles)

I'm gonna make a fortune with those.

OSS SENIOR HEADQUARTERS HALLWAY- DAY

Donnagon walks down the hall briefing some agents.

DONNAGON

Make sure they have the DragonSPY ship ready, my kids must have all the best and latest gadgets.

Dad approaches Donnagon with a file.

DAD

Donnagon, I was researching the Ukata assignment...

Donnagon snatches the file away.

DONNAGON

And why were you doing that?

DAD

Because that's my new job here. The files were missing vital information. Sir, it's my recommendation you do not send your children out there. It may be dangerous.

DONNAGON

Well, I had originally thought about assigning it to you and Ingrid.

DAD

We don't take active assignments anymore, remember? That was the deal in us returning to the OSS, no more risks.

DONNAGON

There ya see? We're all out of heroes. My children can handle it. Besides... they're the only ones small enough to go undetected.

DAD

It will be harder for us to track them if something were to go wrong.

DONNAGON

Nothing is going wrong. It's all been... taken care of. Excuse me. I have an agency to run.

Donnagon strides past with a small giggle. Dad looks suspicious.

INT - OSS UNDERGROUND VEHICLE ASSIGNMENT - DAY

Carmen and Juni, eyes darting side to side, slink over to the loading DOCK. An underground valet parking service facility for all OSS vehicles: cars, planes, choppers, subs, mini-subs. He turns around. It's FELIX GUMM.

CARMEN

Hi, Uncle Felix!

FELIX

I'm not your uncle.

CARMEN

I know, it's just easier to call you that. You don't mind do you?

FELIX

Welcome back, Juni, it says here you were re-instated.

Juni exchanges a look with Carmen.

CARMEN

Yes he was... Fired, then re-hired. All in the same day.

FELIX

Let me grab the keys to DragonSHIP 5.

Carmen nudges Juni.

CARMEN

Cake.

We hear a CREEPY LAUGH.

JUNI

6 o'clock.

Gary and Gerti stride up with their check-out tag.

GARY

Wow, looking good with that new gear, Carmen.

CARMEN

Thanks. The latest stuff.

GERTI

Very cool. Only, we had that weeks ago.
HERE'S what's REALLY new.

They pull back their sleeves. They are each wearing one long SPYwatch that spans their forearms and lights up like Vegas.

GARY

Nano technology. Everything you're wearing is right here on my wrist. Super accurate and oh so light. It even... tells time.

JUNI

How did YOU get THAT?

GARY

It's all prototype, Juni. You can't be running around with those mass produced gadgets. That means everyone's got it. I always go with prototypes. Sure they're a little BUGGY, but I can deal.

Gary produces a plastic bag on the word BUGGY for emphasis. Juni recognizes it's contents. He lifts out RALPH the BUG's smashed head.

GARY

I accidentally squashed him on my way out of the OSS building. Sorry about that.

Juni is crushed.

GARY

He was outdated anyway. Think of it as a mercy killing.

Felix returns and hands them a numbered assignment.

FELIX

Gary and Gerti Giggles, here is assignment #SEIKJu9. Good luck.

GARY

Don't hurt yourselves with that outdated gear.
Remember... An agent is only as good as his
gadgets.

The Giggles step into a vehicle. They wave to Carmen and Juni as their ship
takes off. Juni grabs Carmen's rubber band and stretches it for them to see.

JUNI

Well do you have this?!

Carmen hides her band. "Shhh!!"

FELIX

You've got the UKATA assignment. Wow. Very
nice. Good luck.

CARMEN

Thanks Uncle Felix.

They get in and blast off.

FELIX

I'm not your uncle.

INT - DRAGONSPY SUB - DAY

We are with Carmen and Juni as they speed through the underground OSS
access tunnel. They situate themselves. This is a nicer vehicle than usual.

COMPUTER

Welcome to the DragonSPY DLX.

CARMEN

Nice sub... Seems like they get more and
more sophisticated each month. *Everything* is
automated.

COMPUTER

Now picking your nose.

Carmen spins around to Juni. His back to us. A metal CLAW is doing
something to him.

CARMEN

Juni, what are you doing?

He pushes a button and the claw goes back up into the ship.

JUNI

Nothing.

Carmen and Juni skim across the water surface in their DragonSPY ship. Leaving the OSS headquarters behind.

JUNI

I think we should tell Mom and Dad what we're doing.

CARMEN

I'll send them a text message until we're further out. Tie your shoes, Juni.

Juni whacks his feet together. An auto tie gadget emerges from his shoes. They whip the laces together quickly and neatly.

CARMEN

Let's check our lunchboxes for mission updates.

Familiar metal lunchboxes rise up from the center console. Carmen and Juni lay them on their mini tables.

Juni slides his card across the card reader on the lunchbox.

The Box Beeps. Authorized. He opens the Lunchbox and presses an activation button. The lunchbox continues opening, on it's own.

Juni simply sits back and watches as the drink holder pops out. The auto-filler fills and caps the drink. The Burger unwraps itself and floats out on a thin metal arm. The French Fries rise from the center.

A single LOLLIPOP rises up in a small holder. Juni and Carmen take their - lollipops and open them. They are a glowy green.

CARMEN

Lollipop synchronization.

They bite into their lollipops simultaneously. There is a fortune cookie type paper within the lollipop. They read it.

JUNI

What does your say?

CARMEN

"DDD location determined by ISLANDMAN."

JUNI

Mine says, "BEWARE SLIZZARDS and SPORKS"

CARMEN

These were meant for Gerti and Gary. It must have been part of the briefing we missed. I'll figure it out.

Juni holds his mechanical bug head. Despite the gadgets and awesome responsibilities, he's a kid at heart.

Carmen is hacking away on the computer, deep inside OSS files.

CARMEN

Strange. Tales of a mysterious island.
Disappearing ships. Mysterious creatures...
And yet no info anywhere on the OSS cargo...
Or the Magnet Ship.

We see fotos of DONNAGON and a mysterious MAN onscreen. Also a picture of them studying the TRANSMOOKER DEVICE.

CARMEN

Wait, check this out.

She switches the images to Juni's console. Juni studies the image.

JUNI

I need to make a call. Privacy please.

Carmen sighs an "oh brother" sigh, and pushes a button. Headphones lower onto her head and her stereo SUPERsystem kicks on.

Juni types in some codes. An Executive Branch logo appears onscreen, along with a MESSAGING CENTER readout.

COMPUTER

*To send a message to the President's
Daughter... press One.*

Juni presses one. *RECORDING.*

JUNI

Hello, Alexandra. It's me. Agent Juni Cortez.
I'm out on a mission. I know I shouldn't be...
but I'm trying to do something heroic, again.
But it might end up just being something
really dumb. So if it's dumb. Forgive me.

PRESIDENT'S DAUGHTERS ROOM

President's daughter is in her room. Screening her messages. She watches Juni on her Message screen.

JUNI

I... Uh... had an idea for you getting to talk with
your Dad.

She sits up, and leans towards the screen.

JUNI

Simply tell him you need to talk to him. Tell
him it's nothing urgent, but some day it might
be, and you need to open the communication
lines now. I think he'll...

She's about to reach for the CONNECTOR so she can talk to Juni, but the
image suddenly becomes UNSTABLE.

CRASH. THE SHIP SHAKES.

CARMEN

Something's wrong!

JUNI

Gotta go! Good luck!

The computer shuts down.

JUNI

What's going on?

CARMEN

We're nearing destination zone. The location
radius where the disappearances occurred...
is right...

They get closer towards the freeform coordinates on their digital mapscreen.

CARMEN

Here.

The entire SUBship SHUTS DOWN! Emergency red lights come up, then go
OUT. The entire POD rocks back and forth.

JUNI

We've been shut down.

We have an outside view of their SUBship. It's SINKING. FAST.

CARMEN

Hold on to something!

The SUBship hits ocean BOTTOM with a huge THUD. A leak is sprung. Juni
uses the gummy lollipop to patch the leak.

CARMEN

All power is off, even the Emergency power.
My flashlight won't even work.

JUNI

We're stuck aren't we?

CARMEN

Let's get out of here.

They place BREATHER GRIPS on their faces. And move through the flooded
tube that leads from the front section to the back section of the ship. They seal
and enter the GEAR ROOM. They crack open Glow Sticks. The light illuminates
their faces in shades of green and yellow.

JUNI

How do you want to travel? Light? Or Heavy?

There are different Safety Packs on the rack: Large, medium and small.

CARMEN

We may not be coming back down here. Let's go heavy.

They grab the BIG bags.

JUNI

Inflate-a-suits?

CARMEN

We don't have much choice.

Dressed in strange, baggy body suits, they fit air domes over their faces. They look like space explorers. Juni opens the valve. Breaths in.

JUNI

At least the masks work.

CARMEN

I think it's because they're valve operated. Not electrical or mechanically based. So strange.

They push the launch button. Nothing. Carmen uses the hand crank to open the overhead door. The compartment FLOODS.

JUNI

Good luck.

CARMEN

You too. Stay close.

The room FILLS instantly. Carmen and Juni paddle out of the ship. Their suits fill with air. Getting big and fat. And BIG. And FAT. Until-

THEY BURST out of the water like GIANT BALLOONS. They are in the middle of the ocean. Nothing around them but water as far as one can see.

JUNI

(tearing off mask)

Was it supposed to do this?

CARMEN

It has an electrical automatic shutoff which didn't work. Good thing we ran out of air or the suits would have exploded.

They are bobbing up and down on the surface of the water. Their hands and heads are the only thing normal size, everything else is a bloated beach ball.

JUNI

Well. We can still laugh.

CARMEN

At what?

JUNI

At whatever you can imagine Gary and Gerti are doing right about now.

GARY AND GERTI IN BELIZE - DAY

The Giggles are in BELIZE, realizing they've been duped. Among other things, a donkey spits on them and they fall in a huge dung heap.

GERTI

Donkey poop! Someone's gonna pay!
Someone's gonna PAY!

Through a mouthful of donkey doo and gritted teeth:

GARY

CORTEZES!!!

EXT. OSS SENIOR HEADQUARTERS - DAY

Establishing shot of the OSS SENIOR headquarters.

INT. MOM AND DAD'S OSS OFFICE - DAY

Mom and Dad are moving into his new OSS office. They are organizing stacks of paper work from past missions.

MOM

I like your new office. It's... smaller, but cozier.

A VOICE comes over the intercom.

VOICE

Mr. Cortez, your children left a message for you earlier... they said they'll be a little late for dinner tonight.

DAD

Thank you.

MOM

So many successful missions.

DAD

Amazing isn't it? Remember this one?

He flashes her a foto of them on a crazy mission. Mom smiles.

MOM

There was only one thing we never really, truly accomplished.

DAD

What's that?

MOM

Well... we never got my parent's full blessing.

DAD

Because it was IMPOSSIBLE.

MOM

I'd like to invite them down. They want to see their grandchildren, and I think you deserve another chance to show them that...

DAD

Invite them if you want, but I won't be here. Tell them I had to go on another mission, some little problem we're having on the MOON.

MOM

Sweetheart. Please.

DAD

You invited them already, didn't you?

MOM

No... I...

Donnagon enters the room.

DONNAGON

Cortezes. I have bad news. Two of our SPYkids operatives are lost in the Bermuda triangle. The UKATA assignment.

DAD

Your children had that assignment.

INGRID

We're so sorry, Donnagon. How can we help?

DONNAGON

Actually, my children are safe. They landed in Belize by mistake.

Mom and Dad exchange a look.

DONNAGON

I'm sorry to say that... Carmen and Juni are somehow the ones on the UKATA assignment. A computing error of some kind.

Mom and Dad quietly wilt, their worst nightmare come true.

INGRID

Communications?

Donnagon calls up the onscreen radar.

DONNAGON

None. Their DragonSPY Ship doesn't show up on radar or satellite. Ingrid, Greg... you two risked your lives to save me once before, Let me now go and get your children back.

DAD

Thank you Donnagon, but respectfully, we'll have to go ourselves. If you could arrange tactical backup and surveillance support of our efforts. We'll leave immediately.

Mom and Dad looked Dazed as they round the corner...

DONNAGON

Oh. And Ingrid? I know this may be a bad time
but... Your parents are here.

Dad turns to her. She manages a smile.

INT- OSS UNDERGROUND VEHICLE ASSIGNMENT - DAY

Ingrid and Gregorio are finishing suiting up with every gadget known to man,
followed by Ingrid's parents, HELGA and VALENTIN.

GRANDMA

But we WANT to help! They're our only
grandchildren.

Grandpa whispers something in Grandma's ear.

GRANDMA

Oh, *they* don't count.

Dad manages to not speak a word to them. Dad stands and adjusts his suit.

GRANDPA

You missed a shoe. Again.

Dad ties his shoelaces.

INGRID

We'll be back as soon as we can. This is a
dangerous assignment, Mother, so wait here.

GRANDMA

You need us.

GRANDPA

We taught you everything you know, Ingrid.

INGRID

See you in a few hours.

She blows a quick kiss and hits the door. As it closes Gregorio waves to both
parents.

GRANDMA

I still don't like him.

GRANDPA

Neither do I...

INSIDE PARENTS SUB - DAY

Mom and Dad pilot their gigantic submarine ship expertly. True professionals.

INGRID

Saving the world was a lot easier.

DAD

Why's that?

INGRID

Because now we have more to lose if we fail.

They blast off.

THE ISLAND OF LOST DREAMS

Carmen is paddling with her feet. Juni is trying to keep up.

JUNI

Where are we going?

CARMEN

Trying to stay near the ship. The TIDE keeps pulling us away...

She looks up ahead. Bewildered.

CARMEN

Juni? Was that there before?

There is an island before them. Volcano in the middle, trees, rock formations.

CARMEN

That wasn't there a minute ago was it?

JUNI

Are you kicking me?

CARMEN

I'm way over here!

JUNI

I felt something against my foot.

JUNI

There's something under me. Come look! Did you see it?

Carmen paddles over to him awkwardly. She looks.

CARMEN

No.

Behind them a SEA MONSTER rises behind them. It's mouth gapes open.

CARMEN

I don't see anything, Juni. Let's just concentrate on getting to shore.

Massive FANGS near them slowly.

CARMEN

Let's see. It's about 200 yards. If we kick steadily at a foot per kick, we'll reach it in...

Juni counts with his fingers.

JUNI

25 minutes?

CARMEN

I don't know. My calculator doesn't work.

THE FANGS BITE DOWN, PUNCTURING HOLES IN THEIR FAT SUITS. Like punctured balloons, the new air holes BLAST the kids TOWARDS LAND at a rate that makes them SAFE FROM ANY DANGER in seconds.

THE CREATURE WATCHES, then sinks below THE WATER AND goes about it's business.

ON THE SHORE - DAY

Carmen and Juni hit the sand. Their suits are not deflated and sagging. They drag their bags up the beach. Juni drops onto his bag like a sack of potatoes.

JUNI

"Let's travel... heavy." Good idea.

CARMEN

Alright, give it a rest. Let's make a fire.

She pulls out a small silver disc from her bag, and tosses it like a frisbee onto a stack of sticks.

CARMEN

And build a shelter.

She tosses a small hand bag out onto the sand. She digs out a remote control and clicks it twice. Nothing happens. Shivering.

CARMEN

This is unbelievable.

JUNI

What happened?

CARMEN

Nothing. That's just it. The bag was supposed to make us a shelter. And THAT was supposed to make an instant campfire.

Carmen checks her watch. Shakes it. Still dead.

JUNI

Maybe it's the island.

CARMEN

Some sort of cloaking device you think? A force strong enough to remove it from radar and disable our equipment so that... none of our gadgets work.

JUNI

No gadgets? You mean we're gonna have to use our heads?

CARMEN

Yes.

JUNI

Ouch.

She tosses him two sticks.

JUNI

I'm not rubbing two sticks together.

As the kids try and build a fire with the sticks, we pull back to see that they are being watched by a Magna-Man up in a tree. He leaves by repelling down the tree and swinging from a line running between several branches.

DONNAGON'S OFFICE - DAY

We push in on Donnagon in his MASSIVE OFFICE. He sits in front of his Cinema Display monitor. Suddenly, the head MAGNA MAN appears onscreen.

DONNAGON

Did you find the source of equal or greater power?

MAGNA-MAN

We did. It emanates from the north side of the island. We'll need extractors.

DONNAGON

I'm on my way.

Donnagon clicks off. He buffs his nails as he examines a digital map of the Island. Circles the north side. He ponders. He smiles. Exits.

OSS HEADQUARTERS - UNDERWATER PARKING

A ship pulls up to the Docking station. Felix helps open the chute and out slides the DUNG COVERED Gary and Gerti Giggles. DONNAGON runs up with a few other agents. Everyone holds their noses.

DONNAGON

Are you kids alright? You were somehow accidentally sent to the wrong place.

GERTI

There was no ACCIDENT, Dad. The Cortez kids switched assignments on us!

DONNAGON

That's not possible is it?

Felix shakes his head.

GERTI

Wake up, Dad. Carmen's a HACKER! Of course they did it.

DONNAGON

Well, Juni and Carmen are now missing in action. So you should feel lucky.

GARY

Oh really?

Gary and Gerti push themselves back into their vehicle.

DONNAGON

Where are you going?

GARY

Where do you think? After THEM.

Gerti hits some colorful switches and they blast off.

FELIX

I can stop the ship.

DONNAGON

They're just letting off steam. Prepare the Choppers. We're heading out.

EXT ISLAND - DAY

Juni reclines lazily under a nice shade he's built from island bamboo. He pulls on a vine with his toe that operates a fan he's made of Palm leaves.

CARMEN

Let's go check out the island.

JUNI

I just set up camp!

A HUGE SPORK creature passes overhead. Juni's bunk collapses.

CARMEN

I sure wish Gary was here. He'd want to find out who was behind all this.

Juni slow burns. Leaps from the ground.

JUNI

Let's go.

Carmen smiles at her tactic. They explore the breathtaking Volcanic Island. Uninhabited except for the occasional strange and distant animal sound.

Juni stops. Twists his head around.

CARMEN

What?

JUNI

Listen. I hear something... Humming.

CARMEN

A bird?

JUNI

No. It's mechanical.

Carmen hears it.

CARMEN

Impossible. We've already determined that nothing mechanical or electric can operate...

Juni tackles her to the ground before she can finish her sentence.

A strange HOVERCRAFT flies overhead. A Magna-Man is riding it. He disappears into a hidden entrance in the SIDE OF THE VOLCANO.

CARMEN

Someone has power here. We need to find out WHO and for WHAT. Come on.

CUT TO:

GARY AND GERTI ON THE CHASE

The Dung covered Gary and Gerti are in pursuit. Gunning their sub to the point that it smacks fish against their windshield.

GERTI

How fast are you going?

GARY

85 knots.

He breaks through a few corals. The whole sub shakes at the high velocity.

GERTI

Well, go faster.

GARY

My pleasure.

Close up of him gripping the Speed Lever and pushing it all the way forward.

GERTI

Faster. Faster. Faster.

The Computer voice tells them that the destination is nearing.

GERTI

Faster!

WHAM! Their SUB stops on a dime! The Giggles are slammed FORWARD, their faces pressed against the BUBBLED GLASS in a comical smear.

They slide down to the floor as the Sub NOSE DIVES. They Crash into the ocean floor. Silent. Still.

GERTI

Now what?

OCEAN SURFACE - DAY

TWO FAT SUITS BURST out of the water. Bobbing up and down, the Giggles look both Furious and FILTHY, the dung has now been refreshed with water.

The Sea Creature rises majestically behind them, it's mouth wide open.

The Giggles sense it's presence and turn in time to see it's sharp fangs lowering towards them. They SCREAM, their little hands as high up as their round bodies will allow.

This is going to be UGLY. The Sea Creature stops just short of munching them. It's picked up their SCENT.

It takes a few big whiffs, it's tongue drops out in disgust and it plunges itself back into the water with a vocal sound that can best be translated as "EWWW."

The resulting turbulence launches the Giggles to the ISLAND... riding a MONSTER WAVE. They CRASH into the sand, their Fat Suits BURSTING on impact.

Gary whips out his supercool NANO tech SPYwatch and aims it at the Sea Creature who flips in the air, like a dolphin.

GARY

I'm gonna zap that sucker to BITS.

Gary ZAPS, but the watch wheezes DUST.

He tries hitting it like Fonzie. Half the watch falls apart in his hands.

Gary drops it and heads out into the water, sleeves raised as if for a street fight. Gerti holds him back.

GERTI

Save it for the Cortezes.

GARY

Good idea.

He spins around... And immediately sees the Cortez campsite, along with Carmen and Juni's footprints leading into the thick trees.

GARY

Excellent idea.

CUT TO:

EXT - THE ISLAND OF LOST DREAMS - DAY

Carmen and Juni examine the area of the volcano where the hovercraft disappeared. They are unable to find a secret door. Juni stops to think.

JUNI

I think better with food in my belly.

He pulls out a snack meal bar.

A LOUD strange roar echoes through the jungle. Carmen and Juni look about.

A bizarre CREATURE, mostly hidden, heads straight for them.

Juni puts his snack away.

CARMEN

Higher ground, Juni.

They scale the volcano. From the higher vantage point they see various other movement throughout the jungle. They climb even faster.

From atop the Volcano they get the clearest view of the island.

They can see a few SPORKS flying over the trees. And various other foliage dancing from side to side as if good sized beasts walk around beneath them.

Juni peers inside the VOLCANO.

CARMEN

Get away from there.

JUNI

It doesn't appear to be active.

A RUMBLE knocks Juni from his foothold. He FALLS.

Carmen quickly attaches a line and DIVES in after him.

She catches him by an untied shoelace. They are now both hanging precariously over the volcano.

It RUMBLES beneath them, testing Carmen's hold.

JUNI

What are you waiting for?

CARMEN

If my auto retractor was functioning... I could get us both back up.

Juni tries climbing over her, and notices something frightening. The LINE Carmen secured is UNTWINING ITSELF.

CARMEN

Anything wrong?

Filled with DREAD, Juni watches the last threads unwind.

JUNI

Close your eyes.

CARMEN

Why?

The line SNAPS. Carmen grasps... They PLUMMET.

CARMEN

Juni!

JUNI

What!

CARMEN

I'm sorry!

It is a long dark fall. They clasp hands.

DISSOLVE TO:

LATER THAT DAY

What do you know... They're STILL FALLING.

Carmen and Juni look at each other.

CARMEN

How long have we been falling?

Juni looks at his watch.

JUNI

My watch doesn't tell time.

CARMEN

Best guess.

JUNI

I'd say... 3 hours?

CARMEN

Feels like four.

He remembers his freeze dry food and opens it.

CARMEN

How can you eat?

JUNI

Well, you know that tickling sensation you get when you fall.

CARMEN

Of course.

JUNI

That pretty much went away after the first hour.

Carmen's eyes widen.

CARMEN

GROUND!

Juni drops the freeze dry and covers his eyes.

WHOMP! They stop. Mid-air.

Carmen looks over to Juni. They are FLOATING. He opens his eyes slowly. The FREEZE DRY is floating in front of him. He grabs it and takes a bite.

They have "landed" above a mini volcano (within the real volcano.) The mini volcano creates an air blast that keeps them afloat just above it.

They look around as some of the smoke clears. They are in a GRAND CAVE, the mini volcano is part of a SCALE MODEL of the ENTIRE ISLAND.

The cave has an ancient Aztec sub structure, covered in lava rock.

CARMEN

Who are you?

Juni looks to where she speaks. Peering out from behind a Lava Pillar is a Mysterious Figure.

JUNI

You see something?

CARMEN

Over there. Hiding...

Juni tries to see. But the floaty movement makes him unstable.

VOICE

What do you want?

CARMEN

I want to get down.

A MAN steps out. Cautiously. This is ROMERO. He is dressed in what appears to be ancient, tattered cloth. Upon closer scrutiny, he's wearing a lab coat and suit. Weathered to the point of rags.

CARMEN

I'm Carmen Cortez, Special Agent in the OSS.

ROMERO

I'm... Romero. Sole inhabitant of this Island...
of ... Leeke Leeke. Sole.. HUMAN... Inhabitant,
that is. And you are?

JUNI

Tired and hungry.

ROMERO

Nice to meet you, *tired and hungry.*

Romero flips a Lava rock SWITCH. Both kids fall atop the Mini Volcano and roll down the mini volcano hill.

ROMERO

Be careful, you'll crush my island!

Carmen and Juni FLIP and Land CAT-LIKE. Trying to not squash anything.

CARMEN

Sorry, but we just fell for four hours. We're a little clumsy right now.

Romero backs up a few steps when Carmen and Juni walk towards him.

ROMERO

You weren't falling. It was an illusion.

Carmen and Juni look up. Sure enough, the opening to the volcano is only a few hundred yards up.

JUNI

Magic?

Romero hits a lava lever. Another BIG AIR BLAST emits from the mini volcano.

ROMERO

Science.

Juni scopes the room, steps around Romero who seems more afraid of *them*.

ROMERO

I made it to scare off unwanted visitors.

They hear a strange CREATURE CALL. Long. Haunting.

ROMERO

Quickly. We must go someplace safe.

Romero leads them up some stairs and through a giant AZTEC CARVING.

ROMERO'S SCIENCE SHACK - DAY

ROMERO's headquarters, nothing more than an elaborate SHACK. He brings out a small natural cage. Sort of a playset made of clay, dirt, twig... And metal.

ROMERO

I'm an inventor. Genetic Specialist. I needed a controlled environment for my genetic experiments.

CARMEN

The creatures we see and hear?

ROMERO
My experiments. Run amok.

JUNI
What happened?

Romero opens the cage door.

ROMERO
I thought I'd make a FORTUNE from it. Kids everywhere would have their own miniature zoo's, right there in their bedrooms.

Out of the cage, a small lineup of animals walk out onto the table.

ROMERO
God's creatures... At a manageable scale.

The children are entranced by the miniaturized animals. Juni picks up a small elephant. It roars it's tiny elephant roar, standing on it's hind legs.

JUNI
Unbelievable.

He exchanges looks with Carmen, who is equally impressed.

ROMERO
Romero's ZOO, I called it. Genetically miniaturized animals. Lions, tigers, bears... penguins, giraffes... monkeys.

Juni picks up a little wooden barrel that rolls out. He finds three little chimps inside. All dangling from each other's arms.

JUNI
Monkeys in a barrel.

ROMERO
Carefull!

The chimps leap atop Juni's head and are lost in his hair. Carmen pokes around in his hair looking for them. She finds them. (chimps are often seen cleaning each others heads of lice, and that is what Carmen appears to be doing as she digs into Juni's hair.)

ROMERO

One day I accidentally mixed up two or three different test tubes, and created a new species altogether.

*(We see all this in an entertaining flashback.)

ROMERO

I became fascinated with the possibilities.
And decided I would create a SECOND zoo...
"Romero's ZOO TOO."

Carmen rolls her eyes. Juni swats her. Romero shows them the next cage.

ROMERO

An entirely NEW miniature zoo, where each species was unlike any creature you'd never seen.

Out walks a line of bizarre, cool little creatures. Slizzards, SPORKs, etc. Juni recognizes a few, and points them out.

JUNI

Horse-Fly?

Romero nods.

JUNI

Cat-fish? Spider-Monkey? Uh...

A strange Half lizard, half Snake slithers by.

ROMERO

Slizzard. Stay away from those.

It SNAPS at Juni's hand.

ROMERO

So, I began to think... that if only I could make them all a wee *bit bigger*. You know, for children with meatier hands. And that's where things went... awry...

More entertaining flashbacks

ROMERO

(vo)

I applied growth serum. They took to it...

We see a creature grow right in front of Romero who tries to run with his serum, only he spills it all over ZOO TOO. The other creatures SPROUT UP around him. Tearing the ceiling clear off of his Science Lair. We see them pour out of the lair and run free onto the island.

ROMERO

I've been locked up in here ever since. I'm afraid to go out there again. They've tried to gobble me up on more than one occasion. Why do they despise me so? I created them?

Carmen and Juni take a step back. Romero seems a little wacky.

ROMERO

Do you think... God stays in heaven, because he too lives in fear of what he has created... Here on earth?

Romero stops when he sees that Carmen and Juni are looking at him.

ROMERO

Stop looking at me like that, I'm no loon.

CARMEN

What I'm trying to figure out is why this Island doesn't show up on even our most advanced satellites.

ROMERO

I created a cloaking device that would shield my island from curious eyes. Anything electronically powered that comes within a mile radius instantly shuts down. Any radar that passes over me is displaced. Creating the illusion that my island doesn't exist.

Juni snaps her fingers.

JUNI

The TRANSMOOKER Device.

ROMERO

How did you know?

They hear a scream. Then two screams. Cries for help.

CARMEN

Are you sure we're the only humans?

GRAND CAVE - DAY

They rush back into the GRAND CAVE, Romero leading the way. He carries the cage of ZOO TOO. He looks around the mini volcano. Then points out two SPRITES that are at the base. They look like fuzzy computerized people.

ROMERO

There they are. Two children, judging by their size.

CARMEN

What is this?

ROMERO

A miniature of the island.

He pours ZOO TOO over the Island Miniature. The creatures spread out over the island.

ROMERO

The center point of the volcano, provides a gravitational basis for my miniature creatures to line up exactly to their larger cloned counterparts.

CARMEN

You mean wherever your miniature creatures are on this Model, that's where the bigger ones are outside?

ROMERO

Correct. I can keep track of their whereabouts this way. See? The two intruder children are being chased by a SLIZZARD.

We see the mini SLIZZARD chasing the two sprites through the jungle.

CARMEN

Gary and Gerti.

JUNI

Leave 'em.

CARMEN

We have to go help them!

ROMERO

I'm not going out there. They shouldn't be snooping around my island to begin with.

JUNI

I'm with you, dude.

CARMEN

They need our help!

ROMERO

If I go out there, I'll be eaten!

Romero runs back to his lair.

CARMEN

What a bizarre man.

OUTSIDE IN THE JUNGLE - DAY

Carmen and Juni leap down the volcano. Looking for landmarks to get them to the ditch.

Juni finds the ditch, with the Giggles hanging by a branch.

JUNI

Gary, Gerti? What are you guys doing here?

GARY

That's real funny, clown. Get us out.

Juni reaches down to them. They're too far down.

GERTI

We tried to activate our Micro Grapplers.. .but they didn't deploy.

JUNI

Gadgets don't work on this island.

Juni strains to reach. Carmen tries to reach as well.

GARY

We KNOW that now. Thanks for the update,
idiot.

Juni stands, glares down at Gary. Juni walks off.

CARMEN

Juni, come back here, we have to help them!

Juni is tying a vine around a tree and attaches it to his waist.

JUNI

Oh, I'll help them. I want to get him up here so
I can push him back over myself.

GARY

Just wait till my father gets here.

Juni stops. His mind is working overtime.

JUNI

Your father?

CUT TO:

ROMERO'S LAIR -DAY

They knock on the door to Romero's Science Shack.

ROMERO

Who's there?

Carmen kicks the door in.

CARMEN

Us.

Romero is hiding under a table.

CARMEN

Relax. They're OSS Agents as well.

GARY

Level ONE.

Juni slow burns.

CARMEN

They're agent Donnagon's kids.

ROMERO

Agent Donnagon?

Romero perks up.

CARMEN

Yeah, you don't know him.

JUNI

Yes he does.

Carmen looks to Juni, who suspected as much.

JUNI

You work for the OSS, don't you?

ROMERO

I've worked for a man named Donnagon. For many years.

Gary and Gerti are lost.

GARY

Who is this?

JUNI

You were hired by Donnagon to make the OSS these creatures... But that's not what he's interested in.

ROMERO

He's not?

CARMEN

No. The device you created that hides your island. That's what Donnagon really wants.

ROMERO

That's not nearly as interesting.

JUNI

Now that Donnagon's head of the OSS, he has the power to take it from you.

GARY

What are you babbling about now, Juni.

JUNI

The TRANSMOOKER you got from the President's Daughter, Gary.

Gerti is pouring over a notebook of Romero's. She looks at him long and hard. She pockets the book when no one is looking.

JUNI

It was just a prototype. The real TRANSMOOKER device is on this island. It's more powerful and can shut down all technology on the planet. Reserving enough power for whoever has it. You said your father is on his way. I think he's coming to pick it up.

Gary is silent.

GERTI

You're all liars.

GARY

You really think you're going to turn us on our own Father?

JUNI

Did your Dad tell you the mission you went on was just a setup for Carmen and I? Why not?

GARY

He has his reasons. That's what being a good spy is all about. Trust no one.

Gary tosses a small black book to Juni.

JUNI

"How to be a Spy." Yes, I know. We've read it.

GARY

Read it again.

Juni opens it up to the selected page.

JUNI

A good spy makes no binding connections...
with family or friends.

Juni tears up the book.

JUNI

Well, I don't believe in that. Do you?

GARY

If you want to be a great spy... You better
believe it. My father's a great spy. So let's just
grow up, shall we. Whatever Dad's done... is
what it takes to play in the big world. Like it or
not.

Gary storms out with Gerti.

CARMEN

He's right.

JUNI

Ugh! Why can't you side with me once. Just
ONCE.

CARMEN

There's no sides. You're right, but he's right,
too. That's what being a spy means.

CUT TO:

INT. MOM AND DAD IN THE SUB - DAY

Mom and Dad in the SUB. Full speed.

MOM

Donnagon was right. Their ship doesn't show up on radar...

DAD

Who cares about their ship.

Dad pulls up his travel bag, and takes out two fotos of his children. They are hard laminated, with computerized circuitry on the backside. He shoves them into a special home-built rig that he then plugs into the console.

DAD

Remember that year I insisted on doing the children's dental work?

MOM

How can I forget.

DAD

I installed a non-electrical tracking device in their teeth. My own invention, but I haven't been able to test it until...

Dad presses buttons. A map of the ocean appears onscreen. Two DOTS glow, one blue, one pink... Dad can't believe it. We can tell he's proud of himself.

DAD

... Now.

MOM

It works?

DAD

Hard to believe. According to this they're in the middle of the ocean.

MOM

Above sea level, but where they are on the map... there's no land mass. How can that be?

The lights flutter. A loud CRASH.

DAD

Now what?

INGRID
Something's got us.

Dad runs to the window. Cautiously. Suspense as he SLOWLY peers out.

We expect to see a monster. Instead we see:

INGRID'S MOM. Dad screams.

INGRID
What is it?

DAD
Your Mother.

We see that a larger ship has docked with the smaller Parent's sub. Grandma is talking through the side by side PORT WINDOWS.

GRANDMA
We wanted to join you!

INGRID
Mom, are you nuts?

GRANDMA
We need a bigger boat.

The lid to the roof of the Parent's sub opens, and Grandpa lowers down with a small flood of water. He carries METAL TUPPERWARE.

GRANDPA
And we brought real food, none of that freeze
dry stuff you find so... *chic*.

Grandpa lowers down and lands impressively. Dad steels himself.

GRANDMA
We want to help get our grandchildren back.

Grandpa corrects her.

GRANDPA
We **WILL** get our grandchildren back.

DAD

You can't come with us. It's too DANGEROUS.

GRANDPA

Oh, you mean we can't handle ourselves?

Grandpa presses a button on his WHEELCHAIR. Grandma presses a button on her LARGE BEADED BRACELET. They TRANSFORM with semi-POWER SUITS and a POWER WHEELCHAIR. Impressive.

Mom gives Dad a look. Dad tries to hide his true emotion. He smiles thinly.

INT. ROMERO'S LAIR - DAY

Carmen and Juni pace about. Strategizing.

CARMEN

If Donnagon really is on his way, we have to destroy your doomsday Device.

ROMERO

It's not a DOOMSDAY device.

CARMEN

If the OSS gets a hold it, it will become one, you can trust me on that. Where is it?

Romero points to a high peak out the window.

ROMERO

The other side of the island. Not easy to get to. The journey alone is more dangerous than the Transmooker itself. I made sure of it.

Juni places a map of the island in front of Romero.

JUNI

Show us.

Romero sees they are intent on going.

ROMERO

You're going to go out there... With my creatures? You're not afraid?

JUNI

You just gotta show em who's boss.

THE ISLAND QUEST - DAY

Carmen and Juni run down the hill with the map.

CARMEN

He said the hovercraft's down here.

JUNI

How will it work?

CARMEN

Supposedly it's run magnetically. We should be able to ride over a determined path.

They leap into the hovercraft and shoot off. Gary and Gerti sneak out from behind a tree. They were listening.

GARY

We've got to get the Transmooker before they do.

They remove the FOLIAGE from one of the other HOVERCRAFTS. They speed off after Carmen and Juni.

ROMERO'S GRAND CAVE - DAY

Romero goes to his miniature ISLAND to see the children's progress.

He watches a SPRITE of the hovercraft fly through trees, and the sprites of Carmen and Juni riding atop it. He also sees the GIGGLES in pursuit.

He leaps back and forth, watching where the kids are heading, and seeing what possible obstacles are in their way. The hovercraft is headed right for a horde of...

ROMERO

Slizzards! Oh no...

CARMEN AND JUNI ON HOVERCRAFT

A SLIZZARD drops from above and lands in the Hovercraft!

JUNI

Carmen!

The craft buckles from side to side precariously. Several MORE slizzards leap atop it, changing it's center of balance. They all are headed into a rough outcropping.

They back themselves up to the edge of the craft. The Slizzards close in.

Carmen and Juni LEAP from the craft just as it crashes into the outcropping, taking the SLIZZARDS with it.

Carmen and Juni shake the dirt from themselves. The destroyed hovercraft is down and out. The Slizzards slither away, dazed and wounded.

The kids grab their scuba gear and the map and RUN.

TRACKERS - DAY

They enter a clearing. Carmen is looking at Juni. Thinking hard. She grabs some tweezers.

CARMEN

Juni. Open up.

She opens his mouth and looks inside.

JUNI

(mumbling)

Whaph?

She PRIES out a small device from his back tooth.

CARMEN

Dad had these installed in case we ever got lost.

She hands it to him. He's confused.

CARMEN

Take mine out... hurry.

BACK TO THE SUB

Dad sits at the controls quietly as Grandma and Grandpa argue his ears off from each side. We can see now why he didn't want to be in their company.

GRANDMA

Gregorio, the signal requires that you go AROUND it.... Use a different approach!

GRANDPA

He's not going to listen to you, mother, he wants to make sure he loses the kids again.

GRANDMA

If only you'd listen and do what we're saying...

DAD

No no NO! They are MY CHILDREN, I will find them MY WAY.

GRANDMA

But you're tracking them all WRONG. Ingrid, tell him he's doing it wrong.

MOM

Mom, Dad...

Close on the BEEPING dots representing Carmen and Juni.

GRANDPA

Are you sure you're reading that map correctly Greg? Maybe you should go lie down a few minutes and let us take the wheel.

DAD

I'm reading it right. The coordinates correspond to Carmen and Juni's current position.

GRANDMA

Blah Blah Blah, I can never understand a thing he's saying.

INGRID

Mom.

BACK TO JUNI and CARMEN.

CARMEN

What happens in a situation like this. We get lost. Who saves us?

JUNI

Mom and Dad.

CARMEN

Exactly. And if Mom and Dad also disappear, no one in the OSS can stop Donnagon from using the TRANSMOOKER DEVICE.

JUNI

Donnagon wants us all together so he can destroy the Island and all of us with it. Mom, Dad, even Romero... erasing all evidence.

CARMEN

We can't let Mom and Dad find us, or Donnagon wins.

Juni rolls the tracker in his fingers.

JUNI

A big sacrifice. Your call.

Carmen thinks a beat.

CARMEN

Family IS sacrifice.

She smashes her locator.

BACK IN THE SUB W/ MOM AND DAD

The PINK LOCATOR disappears from the screen.

GRANDMA

What happened? What did you do?

DAD

We lost Carmen.

MOM

And Juni?

DAD

Still online.

Grandpa backs away from the screen. Grandma holds his hand.

BACK TO CARMEN and JUNI

Juni holds up a rock.

JUNI

(barely whispered)

(I love you.)

Juni smashes his locator.

BACK IN THE SUB

The beeps stop. Mom and Dad are heartbroken.

GRANDMA

That can't be...

Grandma and Grandpa are silent.

Monitoring screens go dark.

MOM

What do we do?

DAD

I don't know.

The camera slides over to Grandpa, who is deep in thought. Filled with sadness... His eyes drift... Then focus.

GRANDPA

Now, Gregorio... Don't tell me you didn't have a backup plan?

Gregorio turns to Grandpa.

GRANDPA

Was Juni wearing that charm necklace I sent him for Christmas last year?

MOM

He never takes it off.

Grandpa smiles and claps his hands.

GRANDPA

Then we got him.

He removes his OWN necklace. He shoves the ID card hanging from it into the computer console slot.

GRANDPA

I was worried about Juni's... Well-being... So I placed a tracer inside his necklace.

Juni's stats run up on screen.

GRANDPA

And there he is.

MOM

Thanks, Dad.

GRANDPA

Sure you don't want me to take the wheel?

Gramps high five each other. Dad presses on the gas. His face says it all...

CUT TO:

CLEARING - DAY

Juni goes back to studying the map.

CARMEN

Back to work. Where are we?

Juni breaks out a freeze dry snack.

JUNI

Not far from the Antechamber.

He takes a bite of the food, then hears something coming up behind them.

He turns. A huge SPIDER-Ape (Half APE, half SPIDER) holding a staff and walking with a limp appears behind the children. One of it's 6 legs is lame.

His ape-like face dark and mysterious. Carmen starts to pull Juni.

JUNI

Hold still, maybe it's friendly.

The Spider-Ape SCREECHES and ROARS.

CARMEN

Maybe it's not. Let's go NOW.

The kids back up slowly, but for every two small steps they take, the Spider-Ape matches it with 12.

The kids run, the Spider-Ape Screeches and Crawls like an insanely fast spider. It's quiet a sight to behold, the lame leg is replaced by a handheld staff used to carry it's weight, but the effect is still the same. A giant spider crawling fast.

CARMEN

There's a break in the Rock!

JUNI

Take it?

CARMEN

Take it!

The kids leap for a break in the rock, diving into a hole.

The hole is in the top section of the flooded ANTECHAMBER. They land in the water. They scramble and attach their scuba gear.

She ties a long rope around her waist and then Juni's.

CARMEN

This is so we don't get separated. We'll fan out and look for the exit. If I find it, I'll signal you with three tugs. If you find it, signal me with four tugs.

JUNI

Got it, three for you, four for me.

CARMEN

Right.

They dive under. They use sign language to communicate with each other underwater. But they speak out loud as they sign, so we can hear what they're saying.

CARMEN

You look left, I'll look right.

Juni turns a corner. Carmen goes right.

Juni swims through his section.

JUNI

At least there's no sharks.

Suddenly, a warm light comes up on his face. He looks up towards the light. His eyes widen.

JUNI

Oh no...

Carmen is swimming along, when she feels ONE tug.

CARMEN

One tug? What does that mean?

She tugs back three times. She gets a return 6 TUGS.

CARMEN

Six tugs? What is six tugs? Juni...

Suddenly she is YANKED at hyper speed! She is swished through the cave, around underwater reefs and stalactites.

She comes into a clearing. Catching her breath. She follows the rope.

On the other end of the rope is... THE SEA CREATURE. It's mouth is closed OVER THE OTHER END OF THE ROPE.

CARMEN

JUNI! GET OUT OF THERE!

The Creature SNAPS the rope and swims away!

CARMEN

Juni!

Someone taps her on the shoulder. She spasms. It's JUNI.

CARMEN

You idiot!

JUNI

I found and exit.

He points. Up ahead is a majestic opening. Golden. Warm. Nice.

GERTI and GARY GIGGLES

Outside the cave, we find Gary and Gerti looking into the hole.

GARY GIGGLES

Underwater Cave. We'll have to go around.

GERTI

That'll take all day. There's must be a faster...

They hear a HISSING sound. They turn and see themselves surrounded by SLIZZARDS. Hissing ferociously.

Gerti and Gary react. ...With wicked smiles.

THE SILENT ROOM -DAY

Carmen and Juni drop their scuba gear. SHIVERING. Carmen grabs two sticks. Tries to rub them together. She remembers her rubberband. Wraps it around the sticks and pulls it like a lawnmower. Instant fire!

CARMEN

What do you know... Thanks Uncle Machete.

They enter a golden ROOM filled with emerald green mold.

JUNI

(Gross. This is so slimy and... gross.)

Carmen sees Juni walk past her. His mouth closed as he speaks. She rushes ahead and looks back at him.

JUNI
(I hate mold.)

Carmen's eyes widen, for Juni's mouth isn't moving.

CARMEN
(I can hear your thoughts.)

Juni gives her a puzzled look.

JUNI
(What?)

CARMEN
(And you can hear mine! Our mouths aren't moving yet we can hear each other! Say something.)

Juni opens his mouth and says "my name is Juni." But no sound comes out. He covers his mouth with his hand in shock.

JUNI
(arrgh!)

CARMEN
(How strange. We can only communicate by thoughts in here. Okay. This place is weird. Let's get out of here.)

Juni winks.

JUNI
(good idea, sis.)

THE TREASURE ROOM

They arrive in an underground landing. A place that was fully built out many years ago but is now almost dungeon like, dark, dank, moldy. But... Full of...

JUNI
(Treasure?)

CARMEN
(Pirate treasure. This area of islands had a lot of Pirate traffic back in it's day.)

They see chests of treasure overflowing, spilling out, strewn about the ground.

CARMEN

(This must have been where the pirate
prisoners and their treasure were kept.)

The walls are covered with hanging skeletons. Like boney wallpaper. The room
itself is Waist deep with treasure. A magnificent sight.

As they walk out, Juni sees an INCREDIBLE medallion hanging around a
prisoner's neck.

CARMEN

(Put it back, JUNI!

JUNI

I didn't take it yet!

CARMEN

I can read your mind remember? This land is
ancient and cursed. If you take anything you'll
doom us both! Let's go!

Juni considers, then snatches the medallion, anyway. The skeleton he took it
from falls and cracks it's head and arm. Juni follows Carmen.

Close on the broken skeleton hand as the separated digits REATTACH.

CARMEN

(I think I found a way out.)

Juni keeps looking over his shoulder. He hears strange noises down the hall.

JUNI

(Well hurry up.)

She climbs out. They are in another chamber room that looks just like....

CARMEN

(We went in a circle.)

JUNI

(What?!)

She points to the watery landing area where the cave was. Their scuba gear still on the floor.

CARMEN

(That's where we came up. We must have made a wrong turn.)

Juni is super nervous. He fingers the medallion in his hand. Considers putting it back as they walk past the treasure room, but when he scrunches down to the broken skeleton to replace it, the SKELETON is not there. Juni looks around. Carmen continues up the hall.

CARMEN

(Come on, Juni. I know what we did wrong. We've got to go LEFT.)

She jogs. Juni looks up to the walls where the other prisoners used to be chained up. USED to be. ALL THE SKELETON PRISONERS ARE gone. We hear noises up towards where Carmen is.

JUNI

(Uh Oh. CARMEN!!)

We hear her SCREAM.

Juni runs up the tunnel and finds her outside on a rocky precipice. Surrounded by angry long dead SKELETON PIRATES, armed with swords and shields and sporting battle helmets and chain mail.

Carmen does a super round house kick on the closest one and shatters him to a hundred pieces. She picks up it's sword/shield and helmet and puts it all on quickly.

CARMEN

Juni! Help me!

Juni does a super duper move that busts up a skeleton. He takes HIS armor and stands back to back with Carmen. The other skeletons wait.

CARMEN

This shouldn't be too hard. How many do you count now? 23?

The skeletons wait for their fallen comrades to re-piece themselves together. Which they do. They are tossed fresh weaponry.

JUNI

25.

CARMEN

Uh oh.

The army advances. They are on the edge. Carmen and Juni ATTACK. Slashing and breaking in a FURIOUS battle. Arms and heads are HACKED off, body bones flying everywhere.

It's spectacular.

But as quickly as the skeletons are cut down they re-piece themselves. They advance on Carmen and Juni until they are well over the edge.

CARMEN

We're doomed... We're... wait a minute. You took something didn't you?

JUNI

No. You told me not to, why would I?

Suddenly a SCREECH is heard. The SPORK creature that was swooping around them earlier DIVES and SNATCHES CARMEN and flies off with her!

JUNI

Carmen!

Juni turns and sees that the SKELETON with the HOLE in his head is striding through the army of skeletons. Purposeful and determined.

Juni digs out the medallion and holds it up to the skeleton.

JUNI

This is just between you and me, okay,
Bones?

The skeleton SWIPES it. Then holds his sword up to Juni's throat. Juni closes his eyes. Resigned. Brave.

WHOOSH! He opens his eyes. The SKELETON has turned his sword around to JUNI. Hilt first. Juni takes it.

JUNI

Thanks, Bones.

The skeletons march back to their treasured grave. Some are patting the one who got his medallion on the back.

Juni leaps over the side and scales down the mountain side to find Carmen.

We see that he has been standing in the HAND of a giant AZTEC STATUE half buried in the mountain.

THE NEST

Carmen is being flown around the island. She is suddenly DROPPED by the SPORK. She lands in a giant NEST.

Beside her is GERTI! Covered with straw.

GERTI

You too, huh?

CARMEN

Where's your brother? Did it eat him?

GERTI

No. He's out there. Looking for Juni. You know he squashed Juni's bug on purpose.

CARMEN

He did?

GERTI

Now he wants to squash Juni. Can he fight?

CARMEN

Juni? Not very well.

GERTI

Good.

CARMEN

Should we try to get down?

Carmen looks over the edge of the nest. Long way down.

CARMEN

Oh.

CUT TO:

JUNI AND GARY SHOWDOWN

Juni is wandering around. He calls out for what seems like the hundredth time by the way he yells it.

JUNI

CAR... MENNN!!

He comes to a clearing that looks like a battleground clearing. A degraded and half dismantled ARENA down below. He swings his sword. Depressed.

JUNI

I'm dreaming. I am totally dreaming.

He pulls out his SNACK again. This is the THIRD time he's tried to eat it.

ROOOAAAAAARRRRRRR!

The Spider-Ape strides into frame. Juni looks up at the magnificent creature as it ROARS again.

Juni looks at his snack. Juni re-wraps the snack. The Creature STOPS it's Roar and looks at the food. Comical.

Juni unwraps the snack again. The creature makes a kid-like happy ROAR.

JUNI

You like Honey Roasted Ham and potatoes?
That's what flavor this is. Highly nutritious.
Packed with protein and essential carbs,
vitamins and minerals. Everything a growing
centaur needs.

Juni snaps the bar in half and shares it with the Spider-Ape. Spider-Ape eats it so quickly Juni has to spit out what part of the bar he began to eat and offers that up to the creature as well.

JUNI

There you go.

The Spider-Ape smiles broadly as he savors the food. Eyes closed in monster bliss.

Suddenly...

A CREEPY LAUGH. Juni knows that sound. He Spins. GARY is riding atop the biggest SLIZZARD we've yet seen.

GARY

Well well well... Your friend likes freeze dry. So does mine...

Juni backs up. The SLIZZARD is fierce and WEIRD. Part SNAKE, part LIZARD. The SNAKE part is fanged and nasty. The LIZARD part is more IGUANA.

GARY

Can't let you bust up my dad's machine, Juni.

Gary is holding the vine-like REINS he's fashioned to keep the Slizzard from gobbling Juni up too fast.

GARY

So I guess I'll just have to bust YOU up a little.

Juni advances on Gary but a STAFF enters frame and holds JUNI back by the chest. Juni follows the staff up to the Spider-Ape who looks down compassionately on Juni.

Juni grabs hold of the staff and Spider-Ape lifts Juni up to his back.

Juni has HIS creature. Gary has his. The SLIZZARD licks it's chops. Wild eyed and hungry.

This is one of those classic battles between two creatures, only two mortal enemies are riding atop them.

A SKELETON peers down into the arena. He runs off and mimes to the others. "Fight fight!"

They all race down to the arena. One trips and breaks off most his limbs. A few others drag what's left of him to the arena. Despite the injury, he's still happy.

The ARMY rush into the arena. Juni thinks he's in trouble, till he notices them filling the seats. Hungry for entertainment. His buddy BONES cheers him on.

ROMERO's GRAND CAVE- DAY

Romero watches the battle from his MINIATURE ISLAND.

ROMERO

Must try and help them. Must...

Romero gathers his strength. Runs out.

OUTSIDE LAIR - DAY

Romero stops just short of his door. He undoes one latch. Then another.

ROMERO

Show them who's boss... show them who's...

He GATHERS ALL STRENGTH and RIPS THE DOOR OPEN.

On the other side of the door are several CREATURES WAITING FOR HIM.

He slams the door shut. It breaks off. OOPs.

THE NEST

Carmen and Gerti are in their nest. Carmen has been explaining the situation to Gerti.

CARMEN

But you would still side with your dad over what's right?

GERTI

Right? How do you ever know what's right?

CARMEN

When the moment comes... You always know.

They hear the SPORK re-approaching.

GERTI

I think that moment's come!

CARMEN

Me too!

They leap out just as the CLAWS of the SPORK swoops in and grabs a clawful of NEST.

They open small parachutes that slow them a bit. They LAND with a THUD.

They run through the forest, the SPORK behind them, the noise of the battle ahead of them.

BATTLE - DAY

JUNI and GARY are in the fiercest part of the battle.

Some Skeletons have formed a cheerleading squad and are doing moves.

The SLIZZARD wraps it's neck around an Aztec Pillar in the center of the arena. It CRUSHES the pole, sending it crashing down atop Juni and his SPIDER.

The Spider-Ape protects JUNI by uses his STAFF to block the pole from crushing them both. It holds the pole for a moment.

He shoves Juni aside as the staff BREAKS in two. The TOTEM POLE crashes down onto the Spider-Ape. He is pinned and injured.

GARY GIGGLES

Ah HAH! Your creature is LAME! And so are you lame-o.

The Skeletons are quiet. Wow. This could be the end.

The SLIZZARD advances on Juni, who stands ready and waiting.

GARY

It's all over for you... Squirt. Too bad your dork sister isn't here to cheer me on...

WHAM!

Carmen swings into the scene from a vine, knocking Gary CLEAR OFF his Slizzard. She flips, and LANDS.

Gary can't believe she attacked him.

Neither can Juni! The SKELETONS go WILD! Some do THE WAVE.

One Skeleton claps his hands together so violently, they BREAK INTO PIECES. He picks them up and uses them as rattles.

Carmen wraps her hair in a pony tail. Ready to rumble.
Gary stands, a little miffed.

Juni watches in awe as Carmen stalks Gary. The SLIZZARD's head rises up behind her. Ferocious and mean, it's mouth GAPES. Carmen spins.

Carmen uses her rubber band to wrap it's mouth. She shoves the head away.

CARMEN
Don't mess with me.

The Slizzard backs off. The Skeletons FLIP.

Gary stands.

GARY
I don't want to hurt you Carmen.

CARMEN
You're so full of Shiitake mushrooms...

The Skeletons "OOOOH. "

Gary charges. Carmen dispatches him quick with a few classic CARMEN moves. Even Juni winces a bit.

Gary turns to Gerti for assistance.

GERTI
Don't look at me, brother, you shouldn't be fighting a girl... you'll lose.

Carmen steps over to Juni and gives him a hand.

JUNI
Thanks.

She smiles slightly. Pulls him up.

Carmen and Juni get up and hold each others hands up in victory and bow.

The Skeletons are out of control. One is airborne during a cheerleader move and forgotten about. He comes twirling to a crash and shatters.

GARY

Are you going to help me stop them or not?

The SLIZZARD appears behind Carmen and Juni. The Spider-Ape SNAPS the Staff in TWO. And uses it to hold up BOTH LEGS.

Slizzard Charges Carmen and Juni. SPider-Ape lets his WEB rip. (Forgot about that, huh?)

The spider webbing snatches up the SLIZZARD and pins him to the arena wall.

Gary rips a SWORD away from a Skeleton along with Gerti and they try desperately to cut the SLIZZARD loose

Carmen and Juni sign a few skeleton autographs. On arms and skulls.

CARMEN

We have to destroy the TRANSMOOKER device NOW. Donnagon should be here soon.

Juni calls the Spider-Ape. They both leap on it's back.

JUNI

If he's not here already.

They exit the arena, and head off into the forest at full Gallop.

The Slizzard breaks loose. Gary and Gerti leap atop and slither after them.

OUTSIDE LAIR - DAY

Romero exits his lair. He waves to the CREATURES who stop their attack.

ROMERO

I... made ALL of you. It's because of ME.. You even exist. So... DO NOT EAT... me.

The CREATURES pause. Then ROAR. They CHASE him down the HILL. At full gallop, it is quite a sight.

INSIDE THE SACRED THE TEMPLE

Carmen and Juni see that the map points them to a tall funnel shaped mountain. They climb to the TEMPLE above it, shrouded but visible once you break through a layer of mist.

Spider-Ape is tired and falls. Juni and Carmen go on foot. The Spider-Ape Nods to Juni and turns to face the SLIZZARD alone.

Gary and Gerti are fiercely abusing their SLIZZARD to make it go faster.

GARY

Faster! Faster you dumb Lizard!

Spider-Ape charges down the mountain and stops. Panting... Out of breath, but ready to fight. The Slizzard actually STOPS. Also panting.

GARY

ATTACK! ATTACK YOU IDIOT!

WHIP WHIP WHIP he whips the Slizzard with a twisted vine.

The Slizzard exchanges a look with Spider-Ape, then SPINS it's head around to GARY and GERTI. Making a very FIERCE face. Gary and Gerti LEAP off willingly, falling into a pool of green MUD. Or at least it looks like mud.

Slizzard and Spider-Ape walk off.

GARY

Cortezesssss....

TECH ROOM - DAY

Juni and Carmen enter the temple and the tech room within. In the middle of the tech room is what's obviously the TRANSMOOKER device.

JUNI

Is that it?

CARMEN

Yes.

JUNI

How do you know?

CARMEN

Cause it's big and weird and full of lights and
it's in the middle of the room.

JUNI

Good point.

Juni walks up to it. Feels it's force. The reverse of electrical energy.

He touches it. His hair stands on end.

JUNI

Here, give me a hand.

Carmen grabs it too. Same thing happens.

CARMEN

Careful Juni. If you don't shut it down right, you
could bring the entire world as we know it to
an abrupt and terrible end.

Juni looks up at her.

JUNI

Thanks.

CARMEN

I'm serious.

JUNI

Well, we have to shut it down.

He studies the handwritten notes from Romero. He examines the switch.

JUNI

This turns that off. That turns THIS off.

He reaches under something else and hits 2 switches.

JUNI

Then over here are 2 switches. That's four.

CARMEN

It says there are 5 safety switches. But he said there was something tricky about the fifth switch.

The DOOR breaks in. It's Gary and Gerti.

JUNI

Too late Gary, we got here first. Just stand up against the wall and leave us alone and I won't break every bone in your body.

GARY

Nice try. We brought a friends this time.

Romero steps in. Shaking.

JUNI

ROMERO! What are you doing outside of your cage?

Romero

I have no idea...

DONNAGON enters, holding Romero by the arm. His henchmen follow.

DONNAGON

Hello agents. Warming it up for me?

Juni hits the fifth switch and the whole MACHINE LIGHTS UP.

JUNI

What did I do?!

ROMERO

You started the TRANSMOOKER! The world will shut down. INSTANTLY!

JUNI

You said five switches!

The whole room shakes!

We push in on the faces of the various people in the scene.

EVERYONE is SPEECHLESS as the feeling that is overtaking the island.
(Except Donnagon, who is giggling victoriously.)

The Volcano emits a giant CHARGE that shoots out in all directions of the sky,
as if fanning out an electrical charge towards the rest of the world.

THE WORLD STOPS!

We quickly montage around the world to see the effects of the TRANSMOOKER
DEVICE in action. Power outages on a grand scale. INSTANTLY. Everyone's
computers and gadgets, cell phones etc. are powered down.

JUNI

What do we do!

ROMERO

You must bind the five toggle switches
together on every side of the podium!

Juni thinks a beat. Then he grabs the MACHETE ELASTIC WONDER and
BINDS the five wildly separate switches together in a flourish.

THE WORLD COMES BACK ON

Lights and computers are back to normal.

Everyone tries to pick themselves off the floor. Dazed.

Carmen then hits the RIGHT switch and a cylinder center piece releases and
flies up. She catches it.

It's just like the smaller prototype, only this is the size of a large record album.

DONNAGON

Give it to me.

CARMEN

No.

We hear the SPORK swooping outside. She tosses the cylinder to Romero,
who throws it out the window. The giant SPORK swoops by and grabs it.
Donnagon runs to the window and looks out.

DONNAGON

Where did it go?

ROMERO

The SPORK took it! Back to it's...

CARMEN

Nest.

She looks to Gerti. Gerti looks to her. Carmen shakes her head.

CARMEN

Don't...

GERTI

(fierce)

I know where the nest is Dad... Come ON!

DONNAGON

Good job, Gerti.

They rush out. Carmen is furious.

CARMEN

Brat.

Everyone is scaling down the mountainside.

Juni and Carmen and Romero are panting. Juni pulls out another snack.

JUNI

Hold on... Smart people let Honey Roasted ham do the running for them.

Immediately the SPIDER-APE shows up. Tongue hanging out. Juni tosses him the food and they hop aboard.

Juni puts a pair of sunglasses onto his SPIDER-APE.

JUNI

Drive fast.

They race off into the woods.

CARMEN

Go left!

Juni goes left on the Spider-Ape.

CARMEN

Now right!

JUNI

Are you sure you know where we're going?

CARMEN

My watch has a GPS satellite you dope...

She realizes what she just said.

CARMEN

Wait a minute. Can this be?

Romero nods.

ROMERO

When you took out the TRANSMOOKER, the island cloaking device was shut down.

CARMEN

Well what are we doing riding camels?

She hits a switch and her feet become rocket shoes. She flies off.

JUNI

See you in a few, buddy. Later, Romero!

Juni pats The Spider-Ape and blasts off as well.

AT THE NEST

Gary and Gerti are panting. Donnagon and his MagnaMen are barely keeping up.

GERTI

Th... there it is.

They hear buzzing sound. Carmen and Juni come FLYING BY. Carmen gets up to the NEST and grabs the TRANSMOOKER device by using the RUBBERBAND as a GIANT SLING.

GARY

What?

CARMEN
(Flashing the RubberBand)
An agent's only as good as her gadgets.

Her and Juni speed off towards the beach.

DONNAGON
Send in the choppers. They're heading for the beach.

ON THE BEACH

Juni and Carmen land on the beach. Immediately Carmen hits her remote switch and a huge hacienda style POP-UP tent unravels itself from the bag she tossed out earlier.

She makes a makeshift office out it. She organizes a few gadgets to set up a GPS monitoring system.

JUNI
What are you doing?

CARMEN
Trying to remote pilot our submarine to the surface so we can get out of here.

JUNI
What can I do?

CARMEN
Get on your GPS and see where Mom and Dad are.

Juni sets up a monitor display he pulls from his thigh pack.

JUNI
This... Can't be right. This shows that they are right next to us.

The TENT is pulled down. Grandma and GRANDPA are standing there. ARMS EXTENDED.

JUNI
Oh no!

GRANDMA

That's no way to greet your grandparents!

Mom and Dad come up and Hug CARMEN. Dad hugs Juni.

CARMEN

NOT YOU GUYS!

MOM

What's gotten into you?

DAD

We thought you might need us!

JUNI

We always need our parents. But right now...
we need your ship...

CARMEN

We have to leave the island NOW!

Juni tries to lead them away. Standing on the shore is Donnagon, Gary and Gerti... And the MAGNA-MEN.

DONNAGON

It couldn't be anymore perfect.

Dad stares at Donnagon.

DAD

This better not be what I think it is.

DONNAGON

Get the TRANSMOOKER device, Felix.

The family reacts as FELIX GUMM steps up from behind them and pulls Carmen's bag away from her. He pulls the TRANSMOOKER device out. Checks it. Steps over beside Donnagon.

Mom and Dad and the Grandparents whip out their gadgets and get ready to attack.

Donnagon has the smaller prototype which he waves at Mom and Dad and all their gadgets shut down immediately.

DONNAGON

A little power goes a long way, doesn't it?

Gerti opens up ROMERO's LAB BOOK she stole earlier.

DONNAGON

Re-program it, Gerti. I want to start by erasing the Cortez family from the face of the earth.

Gerti looks up the different applications. Re-programs the big TRANSMOOKER. Donnagon tosses the prototype to Felix. Felix holds it up to the parents.

CARMEN

Uncle Felix... How could you?

FELIX

I'm not your uncle!

DAD

All this time, Felix. You should be ashamed.

FELIX

Donnagon said if I joined him, he wouldn't get rid of me like he's going to do to you.

Donnagon shrugs.

DONNAGON

Can't argue with that.

FELIX

He knows you'll stop him. So he planned to get you on the island so he could get rid of ALL of you at once. And so that no one would avenge you, he sent along your parents as well.

Grandma and Grandpa hold each other in shock.

MOM

Donnagon, you're slime.

FELIX

So I joined him. I got my daughter to think about, you know.

Donnagon is handed the TRANSMOOKER from Gerti.

GERTI

Programming complete, father.

DONNAGON

Thank you Gerti. Cortezes? Any last words?

DAD

Only this.

Dad CHARGES and Pulls Donnagon down into the sand. They struggle in a classic style fight.

Gary and Juni are yelling out advice. The Roles are reversed.

JUNI

No, Dad! Take his legs out!

GARY

Use his own weight against him! Aw...

Donnagon and Dad struggle fiercely and awkwardly.

GRANDMA

Come on, even I can fight better than that
Gregorio!

Gregorio grabs the Transmooker while Dad is down. He aims it at the
GRANDPARENTS.

Dad sees this and leaps in front of them to take the blast.

Donnagon pushes the button. The TRANSMOOKER MACHINE EXPLODES in
Donnagon's hands! It falls in pieces.

Everyone is taken aback. Donnagon can't comprehend what happened. Gary is
dumbfounded.

Gerti takes a step sideways.

DONNAGON

Gerti... What did you.... Why?

Carmen smiles. Gerti winks back to her.

GERTI

Oh, don't even get me started. Just wait till
Mom finds out you tried to take over the world.

Dad grabs Donnagon and drops him to his knees. He handcuffs him.

DONNAGON

No! Don't tell your Mother... Please!

Romero appears with Spider-Ape and dismounts. The Slizzard sneaks up behind Felix and SNATCHES the smaller TRANSMOOKER device away from him with it's jaws. Romero picks up the pieces of the larger Transmooker.

GARY

Gerti... You double crossed your own family.

GERTI

A guess I read your Spy manual too many times.

AN ARMADA of BLACK PRESIDENTIAL CHOPPER CARS touch down on the beach, SQUASHING Donnagon's SPYcopters.

GRANDMA

You tried to save us.

Grandpa shakes Dad's hand.

DAD

You're my family.

GRANDMA

You know there isn't a man on this planet I'd ever think could ever be good enough for my daughter. But you come pretty close.

DAD

Blah Blah Blah... I can never understand a word you're saying...

Mom beams as Dad dips her. He doesn't drop her this time. They embrace.

The PRESIDENT'S DAUGHTER steps out with her FATHER. He's shakily carrying a large cup of coffee. He whispers something to her. She walks over and removes the LEVEL ONE badge from GARY.

PRESIDENT'S DAUGHTER
By order of the President. You're disavowed.

She walks up to Donnagon.

PRESIDENT'S DAUGHTER
You're fired.

She walks to Dad.

PRESIDENT'S DAUGHTER
You're the new Head of the OSS, congrats.

She shakes his hand. Dad looks to Grandpa, who is VERY impressed.

She hands the level one badge to Juni. Juni flashes it to Gary with a smile.

Gary puts on a pair of glasses.

GARY
I guess I lost... But I'll be back.

CARMEN
I hope you're on the good side next time.

GARY
We'll see... but...

The glasses DARKEN.

GARY
I wouldn't count on it.

He is escorted away. Gerti steps up to Carmen.

GERTI
Don't worry. If he gets out of line, I'll straighten him out.

CARMEN
Go Gerti.

Juni hands the Level one badge back to Alexandra.

PRESIDENT'S DAUGHTER

You don't want it?

JUNI

I'm leaving the OSS. I've seen what it takes to be a top Spy. And I think I can be of better use to the world - by just being the best... Me.

PRESIDENT'S DAUGHTER

What about all the cool gadgets.

JUNI

Got the best one right here.

Shows the rubber band. Fires it off to her. She puts it on her wrist. Smiles.

JUNI

See you around?

PRESIDENT'S DAUGHTER

Yes.

Mom, Dad, Grandma and Grandpa step into one of the Presidential hovercrafts. Juni and Carmen talk in silence. Like when they were in the treasure room.

CARMEN

(Well... go ahead. Say it.)

JUNI

(What?)

CARMEN

(I TOLD you SO....)

JUNI

(Never.)

They Get in the pod.

ROMERO

Wait! Wait!

Romero hands Juni a BOX.

ROMERO

Thank you...

Juni sees that the rest of Romero's Creatures are coming out onto the beach to say goodbye. A few Skeletons as well.

JUNI

You got it, boss...

They begin to fly off. Juni waves.

Out front strides SPIDER-APE.

Juni's box begins to shake. He opens it, and out crawls the MINIATURE clone of Spider-Ape, up to Juni's shoulder where it ROARS and BEATS it's CHEST in sync to the full size Spider-Ape down on the island with Romero.

Closer on Juni and Carmen. They look down at the island which slowly fades from view. The whole family soars into the heavens.

FIN

SCRIPTFLY